

**UNITED STATES DISTRICT COURT
CENTRAL DISTRICT OF CALIFORNIA**

MM Games d.o.o.,

Plaintiff,

v.

Andre Rebelo-Soares d/b/a Typical Gamer,
Jogo Studios, Inc.

Defendant.

CASE NO. 2:25-CV-01969-GW-(JPRX)

**DECLARATION OF JUSTIN V. LEWIS IN
SUPPORT OF PLAINTIFF MM GAME'S
MOTION FOR PRELIMINARY
INJUNCTION**

Hon. George H. Wu

Date: May 8, 2025

Time: 8:30 a.m.

Courtroom: 9D

I, Justin V. Lewis, have been retained by MM Games d.o.o. ("MM Games" or "Plaintiff"), to provide independent expert opinions regarding financial and economic issues in the above-captioned matter. I am providing this Declaration in support of MM Games' Motion for Preliminary Injunction against Defendant Andre Rebelo-Soares d/b/a Typical Gamer ("Typical Gamer") and Defendant Jogo Studios Inc. ("Jogo Studios") (collectively "Defendants") involving the infringement of Plaintiff's copyrighted and playable game on Epic Games' Fortnite platform called "Crazy Red vs Blue" through Defendants' release, advertisement, and distribution of its playable game called "Super Red vs Blue" (the "Infringing Product") on the same platform, namely, Fortnite.

I. QUALIFICATIONS

1. I am a Certified Public Accountant and a Certified Valuation Analyst. I have over 27 years of work experience as an auditor, forensic accountant, licensing and risk management consultant, and expert in litigation. I am CEO and Managing Director for Truest Consulting, LLC, a firm that provides companies with services related to intellectual property and intangible assets

including financial expert testimony, valuation, strategic consulting, investment advisory, and transaction support. My experience includes extensive work with patents, trademarks, copyrights, and other forms of intellectual property (“IP”) and intangible assets.

2. I am a regular speaker and member of several intellectual property organizations. I have been an active member of the Licensing Executives Society (“LES”) for many years, holding leadership positions as former Chair of the Valuation and Pricing Committee and current chair of the San Francisco Chapter. As part of these roles at LES, I have spoken numerous times on a variety of intellectual property issues including patent damages, licensing and valuation, trademark licensing, Standard Essential Patent (“SEP”) licensing, intellectual property valuation methodologies, and copyright damages. I was a member of the Intellectual Property Owners Association (“IPO”) and have spoken and worked on projects and topics for them including model license clauses, valuation and royalty rate determinations, and trade secret damages. I am a member of the International Trademark Association (“INTA”), an international not-for-profit association of trademark holders and professionals whose practice includes trademark protection and promotion, and whose publications and other educational materials are peer-reviewed and generally considered authoritative in the field. I have taught masters level courses on intellectual property valuation and risk management at the Illinois Institute of Technology and at the University of Washington. My full Curriculum Vitae (“CV”) is attached hereto as Exhibit A. I have created schedules to support my opinions, which I have attached hereto as Exhibit B. I have also attached supporting documents, attached hereto as Exhibits C-Q.

II. BACKGROUND AND INTRODUCTION

A. MM Games

3. MM Games, also known as “RVB” and “Boyka,” is a Fortnite Creative development creator based in Croatia.¹ MM Games is most known for its “Crazy Red vs Blue” Fortnite Map (hereinafter referred to as “CRB”).² This map, also referred to as an “island” or “game,” was created by MM Games using the Creative mode in Fortnite and Unreal Editor For Fortntie that allows users to “freely create content on your own Creative Islands.”³ These users can create maps, alter the layout and props within these maps and develop gameplay mechanics in order to create independent games and experiences for other players to enjoy. Users who do this are referred to as “Creators.” Creators, through the Fortnite Creative program, can earn payouts from the games they create through the level of engagement their games receive.⁴ Creator maps are available to be played, alongside Epic Games’ own Fortnite maps, on the Fortnite platform.

4. CRB was released on June 14, 2023, has 935,891 unique active players daily on average, and has earned over \$19 million in payouts through August 2024.⁵ Fortnite.gg, a privately operated website that offers “useful guides and tools” for players and Creators to review,⁶ has

¹ *Boyka*, X, accessed at <https://x.com/BoykaARO> (last visited on Jan. 7, 2025).

² For simplicity’s sake, I will refer to CRB and other similar properties as “games” understanding that they are hosted by Fortnite’s gaming platform and for all intents and purposes function as a game despite there being technical differences between an “island” and “map”. If or when a distinction between “map”, “island”, and “game” is needed, I may elect to alter my language to better support the statement.

³ *What is Creative mode in Fortnite? How does it work?*, EPIC GAMES, https://www.epicgames.com/help/th/c-Category_Creative/c-Creative_Gameplay/what-is-creative-mode-in-fortnite-how-does-it-work-a000084986 (last visited on Jan. 7, 2025); *see also Island Creator & Engagement program*, EPIC GAMES, <https://dev.epicgames.com/documentation/en-us/fortnite-creative/join-the-island-creator-program-in-fortnite-creative> (last visited on Jan. 7, 2025).

⁴ *Create in Fortnite*, EPIC GAMES, <https://www.fortnite.com/create?lang=en-US> (last visited on Jan. 7, 2025).

⁵ *See* Lewis Schedule 1.0 and 2.0, attached hereto within Exhibit B. Payouts are based on the monthly engagement an island receives. Funds are deposited into Creator’s accounts through Epic’s current payment platform Hyperwallet, a payout application that provides distribution of payouts in local currencies to Creators. These funds can then be transferred to a Creator’s personal banking accounts. *See*, “Engagement Payout,” Epic Games, accessed at <https://dev.epicgames.com/documentation/en-us/fortnite-creative/engagement-payout-in-fortnite-creative>. *See also*, “Hyperwallet,” Epic Games, accessed at <https://dev.epicgames.com/documentation/en-us/fortnite-creative/hyperwallet-setup-in-fortnite-creative>.

⁶ *Fortnite.GG*, X, accessed at <https://x.com/FortniteDotGG/status/1380236686836301826?lang=en> (last visited on Jan. 7, 2025).

estimated that MM Games has earned between \$4.7 million and \$17.5 million for its CRB Map.⁷ Notably, this appears to underestimate the actual payouts received by MM Games (\$19 million through August 2024).⁸ MM Games, listed as RVB on Fortnite.gg's website, is currently ranked as the third most popular Creator on Fortnite, with over 23 billion minutes played.⁹

5. MM Games holds a valid copyright in CRB.¹⁰

B. Typical Gamer

6. Defendant Andre Rebelo-Soares is a video streamer that goes by the name "Typical Gamer" on platforms like Discord, YouTube, Fortnite, and Twitch where he streams video game content.¹¹ He is also an entrepreneur with multiple business ventures in the gaming and apparel industry, including Defendant Jogo Studios.¹²

7. Typical Gamer is also a part of the Island Creator & Engagement Program who is known for his Fortnite Map "Super Red vs Blue" or "SRB." This game was released on September 27, 2023, and has an average player count of 6,442.¹³ According to Fortnite.gg, Typical Gamer has earned between \$1.8 million and \$6.7 million from SRB and is ranked as the thirteenth most popular Creator on the platform.¹⁴

⁷ *Crazy Red Vs Blue by rvb*, FORTNITE.GG, <https://fortnite.gg/island?code=2898-7886-8847> (last visited on Jan. 7, 2025).

⁸ Lewis Schedule 1.0 and 2.0, attached hereto within Exhibit B.

⁹ *Fortnite Creators*, FORTNITE.GG, <https://fortnite.gg/creators> (last visited on Dec. 19, 2024, at 11:00am PT).

¹⁰ Verified Complaint for Copyright Infringement, Dkt. 1 ("Complaint"), at p. 12; *id.* at Exhibit C.

¹¹ *Typical Gamer*, LINKEDIN, <https://www.linkedin.com/in/typical-gamer-275071200/> (last visited on Jan. 7, 2025).

¹² *About Us*, JOGO STUDIOS, <https://jogogames.com/about-us/> (last visited on Jan. 7, 2025); *TG*, TYPICAL GAMER STORE, <https://typical.store/> (last visited on Jan. 7, 2025).

¹³ *Super Red Vs Blye by typical gamer*, FORTNITE.GG, <https://fortnite.gg/island?code=2786-2114-8349> (last visited on Jan. 7, 2025).

¹⁴ *Super Red Vs Blue by Typicalgamer*, FORTNITE.GG, <https://fortnite.gg/island?code=2786-2114-8349> (last visited on Jan. 7, 2025); *see also Typicalgamer*, <https://fortnite.gg/creative?creator=typicalgamer> (last visited on Jan. 7, 2024).

C. Jogo Studios Inc.

8. Jogo Studios Inc. is a Texas and Delaware corporation with its principal place of business in Encino, California.¹⁵ Jogo Studios was founded by Typical Gamer on January 2, 2024.¹⁶

III. PRELIMINARY INJUNCTION

9. I understand MM Games has filed this action alleging copyright infringement against Defendants due to their creation, advertisement, and distribution of SRB.¹⁷ I also understand MM Games is seeking a preliminary injunction in this matter as well as damages and disgorgement of profits. The Courts have established a four-factor test when determining if a preliminary injunction should be granted. In the case of *Starbucks Corp. v. McKinney*, the United States Supreme Court identified these factors as follows:

The default rule is that a plaintiff seeking a preliminary injunction must make a clear showing that “[1] he is likely to succeed on the merits, that [2] he is likely to suffer irreparable harm in the absence of preliminary relief, [3] that the balance of equities tips in his favor, and [4] that an injunction is in the public interest.” *Winter*, 555 U. S., at 20, 22, 129 S. Ct. 365, 172 L. Ed. 2d 249. “These commonplace considerations applicable to cases in which injunctions are sought in the federal courts reflect a ‘practice with a background of several hundred years of history.’” *Weinberger v. Romero-Barcelo*, 456 U. S. 305, 313, 102 S. Ct. 1798, 72 L. Ed. 2d 91 (1982) (quoting *Hecht Co. v. Bowles*, 321 U. S. 321, 329, 64 S. Ct. 587, 88 L. Ed. 754 (1944)).¹⁸

I have been asked to assess the likelihood of irreparable harm that is present in this matter.

¹⁵ Complaint at p. 2.

¹⁶ *Id.* at p. 3.

¹⁷ See generally Complaint.

¹⁸ *Starbucks Corp. v. McKinney*, 602 U.S. 339, 346 (2024) (internal citations in original).

IV. IRREPARABLE HARM

10. Irreparable Harm refers to harm or injury that cannot be wholly compensated or remedied by a monetary award or through awarding damages. Courts have determined that the following are elements to consider when determining if irreparable harm exists:¹⁹

1. Decrease in market share and loss of market leader position.
2. Adverse effects on sales momentum and profits.
3. Establishment of reputational harm.
4. Loss of customer goodwill.
5. Encouragement of other infringement.
6. Price erosion.

11. “The Ninth Circuit has found that a likelihood of irreparable harm for unauthorized reproductions and performances of copyrighted works when the unauthorized display undermines the business model a plaintiff creates.”²⁰

12. I have addressed the elements listed above to assess the likelihood of irreparable harm in this matter. In addition, I understand Courts have previously considered “irreparable harm to a plaintiff’s right to control the use of his/her copyrighted material.”²¹ I will also discuss this issue as a potential indicator of irreparable harm.

13. For the following reasons, the harm caused to MM Games and its copyrighted product CRB is profound, albeit many of the harms will be difficult to quantify. I have addressed the types of irreparable harm that MM Games has experienced and is likely to continue to

¹⁹ See, *Hutzler Mfg. Co. v. Bradshaw Int’l, Inc.*, 11 Civ. 7211 (PGG), 2012 U.S. Dist. LEXIS 103864, at *51–54 (S.D.N.Y. July 24, 2012) for discussion of all six elements. Other courts have also addressed the consideration of certain of these elements when determining irreparable harm. For example, see *MG Premium Ltd. v. Does*, No. 2:21-cv-08533-MCS-SP, 2024 U.S. Dist. LEXIS 139052 (C.D. Cal. July 8, 2024) (granting a preliminary injunction in a copyright case); *Wavve Ams. Inc. v. Unknown Party*, No. CV-24-02071-PHX-DWL, 2024 U.S. Dist. LEXIS 161339 (D. Ariz. Sep. 9, 2024) (same). See also, *Nicole, Inc. v. B.L.K. Int’l, Inc.*, 2015 U.S. Dist. LEXIS 126605 (same); *MGM Studios, Inc. v. Grokster, Ltd.*, 518 F. Supp. 2d 1197 (C.D. Cal. 2007) (same); *Int’l Council for Veterinary Assessment v. Anivive lifesciences Inc.*, 2024 U.S. Dist. LEXIS 155517 (same); *AK Futures, LLC v. LCF Labs Inc.*, 2023 U.S. Dist. LEXIS 208081.

²⁰ *MG Premium Ltd.*, 2024 U.S. Dist. LEXIS 139052, at *5 (citing *Disney Enters., Inc. v. VidAngel, Inc.*, 869 F.3d 848, 866 (9th Cir. 2017)).

²¹ See, *Int’l Council for Veterinary Assessment v. Anivive lifesciences Inc.*, 2024 U.S. Dist. LEXIS 155517 citing *MGM Studios, Inc. v. Grokster, Ltd.*, 518 F. Supp. 2d 1197, 1215, 1217 (C.D. Cal. 2007).

experience should a court decline to grant MM Games a preliminary injunction against Typical Gamer.

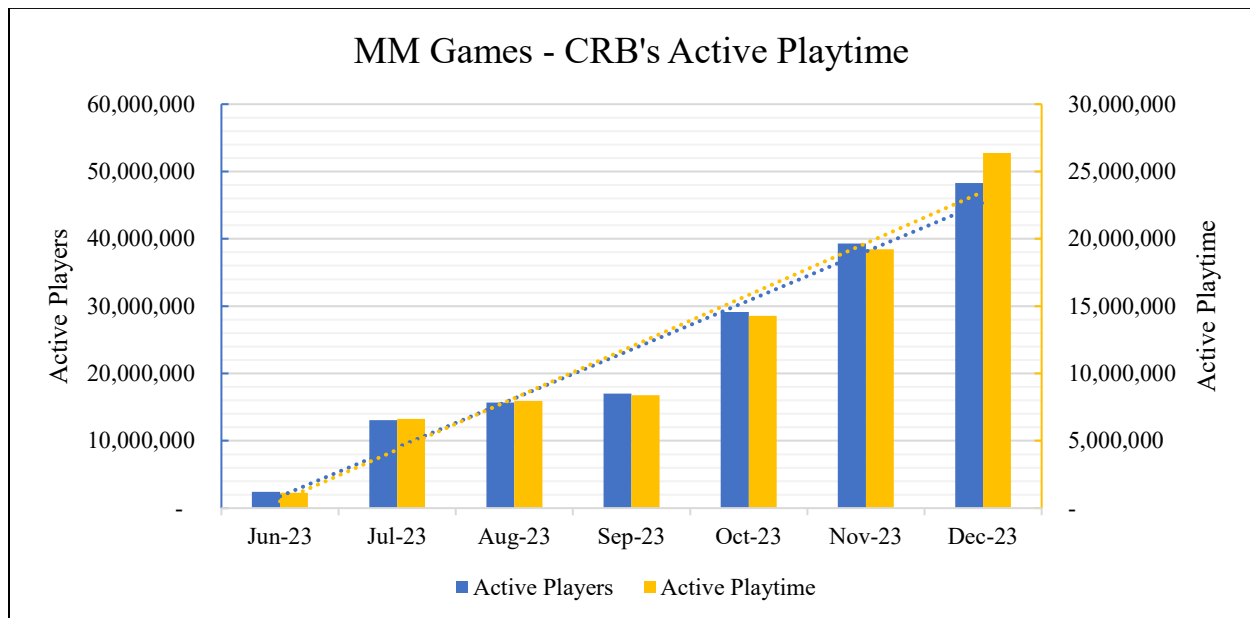
A. Loss of Market Share and its Position as a Market Leader

14. I understand that Typical Gamer, from SRB's release on September 27, 2023, to December 11, 2023, copied many of CRB's core features into SRB until the two games were substantially similar. Thus, I refer to December 2023 as the start of Defendants' infringement.

1. Performance Prior to Infringement

15. Since its release in June 2023, CRB achieved steady and significant growth in players and playtime up until the infringement occurred. CRB quickly ranked as the top game within the Fortnite platform within the first four months of its release and has remained within the top fifteen most played maps since.²² The figure below illustrates the success of CRB from its release date to Defendants' infringement in December 2023.

Figure 1²³



²² See Lewis Schedule 5.0, attached hereto within Exhibit B.

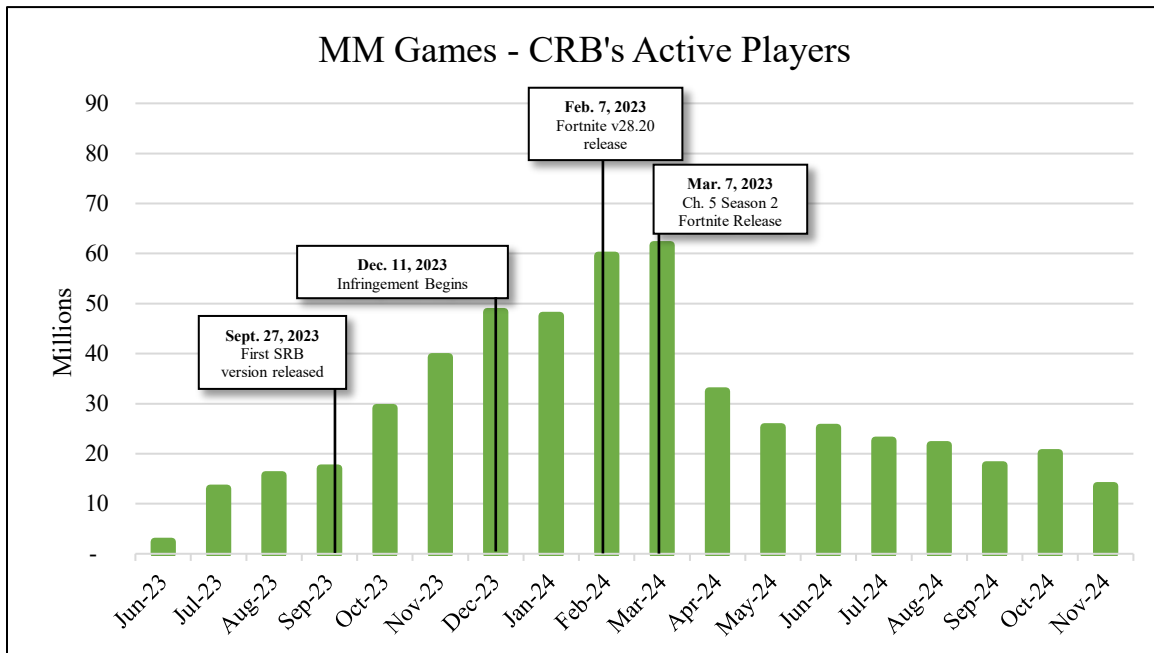
²³ Lewis Schedule 3.0, attached hereto within Exhibit B.

16. The trendline above illustrates the trajectory that CRB was on prior to Defendants' infringement through SRB.

2. Performance Post Infringement

17. The entrance of Typical Gamer's infringing SRB game coincided with a precipitous decline in the growth of the number of CRB's active players. See the following chart.

Figure 2²⁴



18. As the chart illustrates, CRB's active player growth began slowing from November to December 2023 and went negative in January 2024, which coincides with the timeline of Typical Gamer's infringement. Active player growth rebounded in February as Fortnite released multiple updates that created short-term engagement across the Creator islands. I understand that the

²⁴ Schedule 1.0, attached hereto within Exhibit B.

February and March periods coincided with a release on February 7th of Fortnite v28.20,²⁵ which released updates for the platform, including but not limited to, the promise of adding updated main weapons in Fortnite Creative in the following months.²⁶ This led to players wanting to try out main weapons and new features in smaller lobbies, resulting in an increase in players across many of the Creator islands.²⁷ March's increase coincided with the release of Fortnite Chapter 5 Season 2 on March 8, 2024.²⁸ I understand that in this instance, new weapons and features were added to Fortnite Creative alongside the release, which resulted in an increase in players across the Creator islands for the same reason as the prior month.²⁹ CRB continued its decline of active players following these platform-wide, short-term engagement boosts.

19. The decrease in the number of active players on CRB has had significant consequences for MM Games, including but not limited to, a loss of market share within the Fortnite platform and the loss of its position as a market leader.³⁰

20. First, there is a limited number of active players on Fortnite, averaging around 1,598,922 players per day.³¹ Since the release of CRB and SRB, according to Fortnite.gg, CRB has an average of 22,858 players playing the map at any time per day while SRB has an average of 10,575.³² Any time spent on the infringing SRB game is likely time not spent playing CRB.

²⁵ Referring to the 28.20 version of the platform.

²⁶ Per Conversations with MM Games.

²⁷ Per conversations with MM Games. See, "Fortnite Ecosystem V28.20," Fortnite, <https://create.fortnite.com/news/fortnite-ecosystem-v28-20?team=personal>.

²⁸ Per conversations with MM Games. See, "Make History in Fortnite Battle Royale Chapter 5 Season 2: Myths & Mortals!" Fortnite, accessed at <https://www.fortnite.com/news/make-history-in-fortnite-battle-royale-chapter-5-season-2-myths-mortals/>.

²⁹ Per conversations with MM Games.

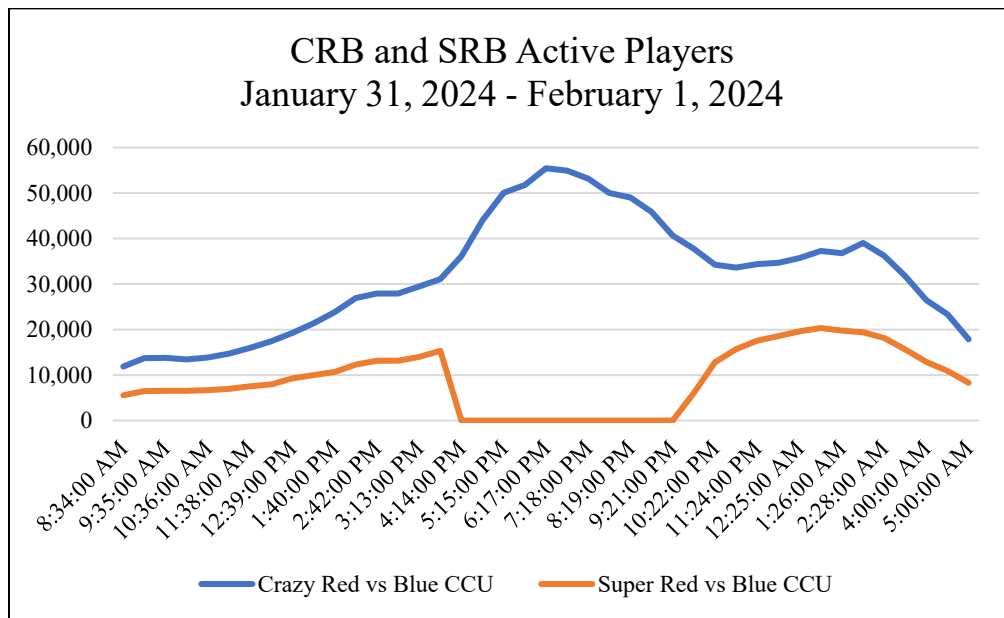
³⁰ I note that Courts have previously held that plaintiffs may suffer "...immediate and irreparable harm due to the loss of current and future subscribers," in situations wherein subscribers "...would be drawn to [Defendant's] free programming services instead of to [Plaintiff's] legitimate... service." See, *Wavve Ams. Inc. v. Unknown Party*, No. CV-24-02071-PHX-DWL, 2024 U.S. Dist. LEXIS 161339 (D. Ariz. Sep. 9, 2024)

³¹ *Fortnite Player Count*, FORTNITE.GG, <https://fortnite.gg/player-count> (last visited on Jan. 7, 2025).

³² *Crazy Red Vs Blue* by rvb, FORTNITE.GG, <https://fortnite.gg/island?code=2898-7886-8847> (last visited on Jan. 7, 2025); *Super Red Vs Blue* by Typicalgamer, FORTNITE.GG, <https://fortnite.gg/island?code=2786-2114-8349> (last visited on Dec. 19, 2024 at 11:00am PT).

SRB was temporarily taken down on two occasions, once on January 31, 2024, and again on February 4–5, 2024.³³ These temporary “takedowns” resulted in the active players increasing almost immediately for CRB.

Figure 3³⁴



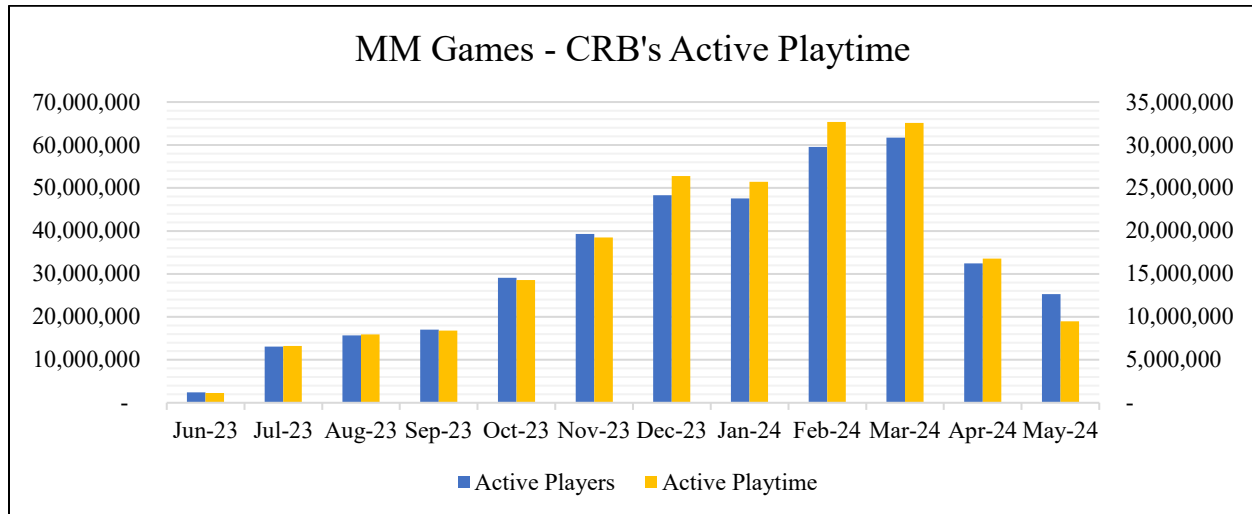
21. The graph above shows the active player counts for both CRB and SRB during the takedown that occurred on January 31, 2024. In the first hour after the infringing game went offline CRB’s usage increased by 42%, the greatest increase for any one-hour period the game experienced that day. Similarly, after SRB became available again, CRB experienced an 18% drop in concurrent users, its largest single-hour drop that day. This illustrates the impact that the Infringing Product has on CRB’s number of active player and active playtime. The following

³³ “CCU_history_island_disabled and Corrected_CCU_Data_for_Crazy_Re” attached hereto as Exhibits E and D. I understand these were takedowns related to the Digital Millennium Copyright Act (“DMCA”). This act provides a process for copyright holders to request the removal of infringing content from a website or online platform. “What is a DMCA Takedown?” DMCA, accessed at <https://www.dmca.com/FAQ/What-is-a-DMCA-Takedown>.

³⁴ Exhibit F - CCU_history_during_DMCA_takedown. Concurrent users (“CCU”) refers to the number of users, in this case players, participating in an event or game at the same time. CCU, PUREWEB, <https://www.pureweb.com/glossary/what-does-ccu-stand-for/#:~:text=CCU%20stands%20for%20concurrent%20users,event%20at%20the%20same%20time> (last visited on Jan. 7, 2025).

figure shows that the number of CRB's active players is correlated with the active playtime that occurs on CRB.

Figure 4³⁵

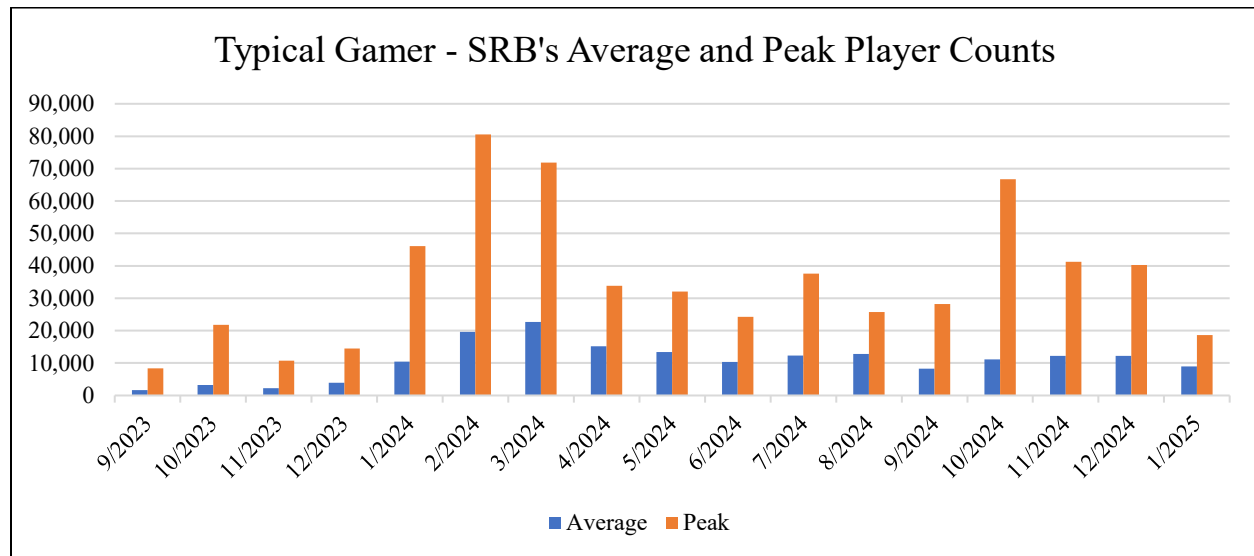


22. MM Games' maps have been played for 12.07 billion minutes (or 201 million hours), and at its peak, CRB had 61.7 million active players in a single month.³⁶ According to Fortnite.gg's estimates, Typical Gamer's games have been played a total of 8.7 billion minutes (or 145 million hours), making Typical Gamer the 13th ranked Creator for most played games on Fortnite.³⁷

³⁵ Lewis Schedule 3.0, attached hereto within Exhibit B.

³⁶ Lewis Schedule 3.0, attached hereto within Exhibit B.

³⁷ *Typicalgamer*, FORTNITE.GG, <https://fortnite.gg/creative?creator=typicalgamer> (last visited on Jan. 7, 2025).

Figure 5³⁸

23. I note that the data included in this figure is provided by Fortnite.gg, which includes different metrics and player data than what has been provided to MM Games by Epic.

24. The repercussions of the loss of active players and player time spent on CRB is reflected in MM Games' (identified as RVB below) loss of rankings amongst Fortnite Creators from as high as #2,³⁹ only second to Epic, the owner of Fortnite,⁴⁰ to #9 shortly before the issuance of this declaration.⁴¹

³⁸ Lewis Schedule 7.0, attached hereto within Exhibit B.

³⁹ See Exhibit G, p. 20. Rankings for March 2024 have MM Games listed as the 2nd ranked Creator.

⁴⁰ *About Epic Games*, EPIC GAMES, <https://www.epicgames.com/site/en-US/about> (last visited on Jan. 7, 2025).

⁴¹ Fortnite.gg provides no historical ranking information. The Wayback Machine at archive.org provides snapshots of the specific number of players in the top games at specific points in time. I have compiled a number of these snapshots beginning when CRB was created to when this declaration was filed. I also understand that Epic does not provide this information to MM Games. To date, this is the most representative data on rankings available to me. See Exhibit G.

Figure 6⁴²

The screenshot shows the 'FORTNITE CREATORS' leaderboard. At the top, there are tabs for 'All Creators' and 'Following', and a search bar. The table below lists the top 18 creators with their rank, profile icon, name, number of maps, number of players (in green), and minutes played (in blue). The creators are listed in descending order of player count.

RANK		MAPS	PLAYERS NOW ¹⁷	MINUTES PLAYED ¹⁷
1	epic	1,306	1,193,296	980.7B
2	bullseye	13	32,902	26.2B
3	theboydilly	5	27,758	24.8B
4	montanastudios	2	24,904	8.4M
5	prettyboy	23	24,793	24.6B
6	sundaycw	24	23,881	3.4B
7	goodgamers	5	21,750	12.4B
8	pandvll	17	20,445	24.5B
9	rvb	6	19,928	25.4B
10	hive	9	19,898	14.3B
11	geerzy	3	19,021	24.7B
12	finest	10	12,406	6.1B
13	unix	6	10,070	272.9M
14	raider464	19	9,911	10.2B
15	bhe	3	7,666	12.2B
16	nexiph	2	7,460	1.1B
17	typicalgamer	8	6,989	9.4B
18	tomalsang	1	5,377	309.4M

25. At that time Typical Gamer was ranked the #17 Creator with approximately 6,989 players, approximately 6,200 of which were playing SRB.⁴³ Typical Gamer's SRB game has caused MM Games to lose its clear position as the market leader within Fortnite.

3. *Additional Unquantifiable Effects on Performance*

26. The loss of CRB's leadership position has and will likely continue to result in other indirect and irreparable negative outcomes.

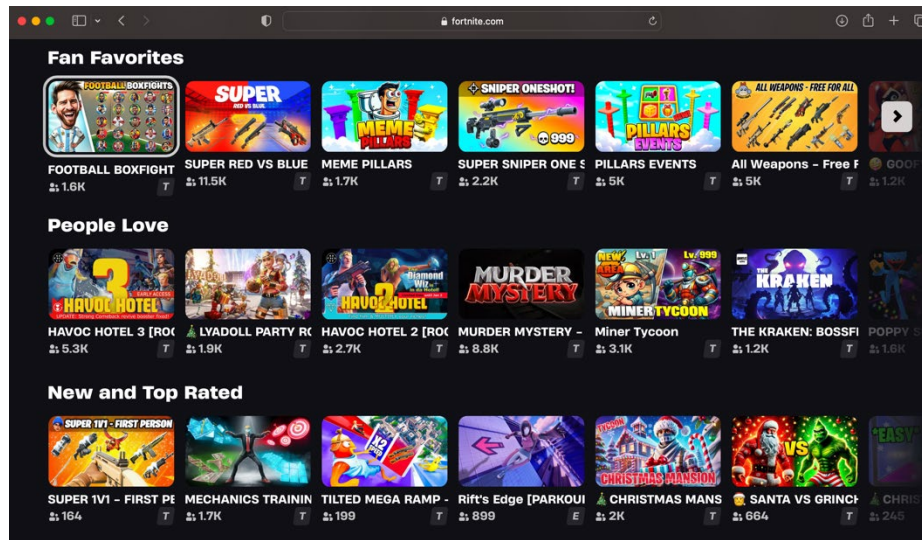
⁴² *Fortnite Creators*, FORTNITE.GG, <https://fortnite.gg/creators> (last visited on Jan. 21, 2025, at 7:30pm PT).

⁴³ Exhibit N.

i. Fortnite-Led Promotional Activities

27. First, Fortnite regularly promotes Creator games to its users based on their popularity and/or rankings at a given time.⁴⁴ Fortnite’s home page identifies and promotes Creator games that are “Top Rated,” “Most Engaging,” and “Fan Favorites.” The screenshot from the Fortnite homepage below identifies Typical Gamer’s SRB as a “Fan Favorite”:

Figure 7⁴⁵



28. I understand from conversations with MM Games that Fortnite’s promotions can drive significant demand for Creator games. Thus, due to the loss of market share and leadership position, MM Games has likely experienced a reduction in visibility through Fortnite’s diminished promotions. However, because Fortnite controls its own promotional activities, it is difficult to know the exact result or likelihood of Fortnite’s promotions but-for Typical Gamer’s infringement. An accurate calculation of damages associated with all of the harm caused becomes impossible.

⁴⁴ *Disclosure Statement*, EPIC GAMES, <https://dev.epicgames.com/docs/epic-games-store/agreements/disclosure-statement?lang=zh-CN> (last visited, Jan. 7, 2024).

⁴⁵ *Fan Favorites*, EPIC GAMES, <https://fortnite.com> (last visited on Dec. 17, 2024, at 5:00pm PT).

ii. Third-Party Sponsorship Opportunities

29. Fortnite’s Creator Rules also allow Creators to benefit from commercial content and sponsorships. Section 4.3 of the Creator Rules states that “brands and creators are welcome to collaborate in Fortnite” and that this includes “paid” commercial content “that contains, either in the island itself or its metadata, content for which [Creator’s] have been compensated.”⁴⁶ This content may take the form of sponsorships, endorsements, takeovers, placements, or other similar actions. Owned commercial content is also permitted, which includes content that is built or controlled by a brand or other commercial entity.

30. There are several avenues for Creators to incorporate paid branding.⁴⁷ For example, Creators may incorporate licensed brand content, such as a logo, into their map or island designs, sell sponsorships for “in-person” events, tournaments, and competitions related to their maps. Creators may also promote their maps through physical and online events, online advertisements, or sponsorships of other influencers so long as these promotions comply with Epic Games content guidelines.⁴⁸ In-person events such as GamesCom, the largest gaming convention in the world, serve as networking opportunities for those working in the gaming industry.⁴⁹

31. Sponsors are increasingly recognizing that user generated content represents a viable channel for brand marketing. For example, an editorial by Overwolf, a gaming and advertising platform, states that “[a]dvertisers are now understanding that far from being a niche sub-culture, modding has been and continues to be the dominant backbone of mainstream

⁴⁶ *Creator Rules*, FORTNITE, accessed at <https://www.fortnite.com/news/fortnite-island-creator-rules>.

⁴⁷ *Creator Rules*, FORTNITE, accessed at <https://www.fortnite.com/news/fortnite-island-creator-rules>. I note that, whether content is considered commercial or not, a Creator may not include: calls to action outside of Fortnite; solicitation to join, participate in, or donate to a real-world religion, political organization or military organization; product claims; dates of offer; or pricing.

⁴⁸ *Creator Rules*, FORTNITE, accessed at <https://www.fortnite.com/news/fortnite-island-creator-rules>.

⁴⁹ *Sponsorships*, GAMESCOM, accessed at <https://www.gamescom.global/en/info/exhibitors/sponsorships>.

gaming.”⁵⁰ As with any marketing or advertising tool, the visibility or “reach” of the platform is a key determinant of the value provided to advertisers.

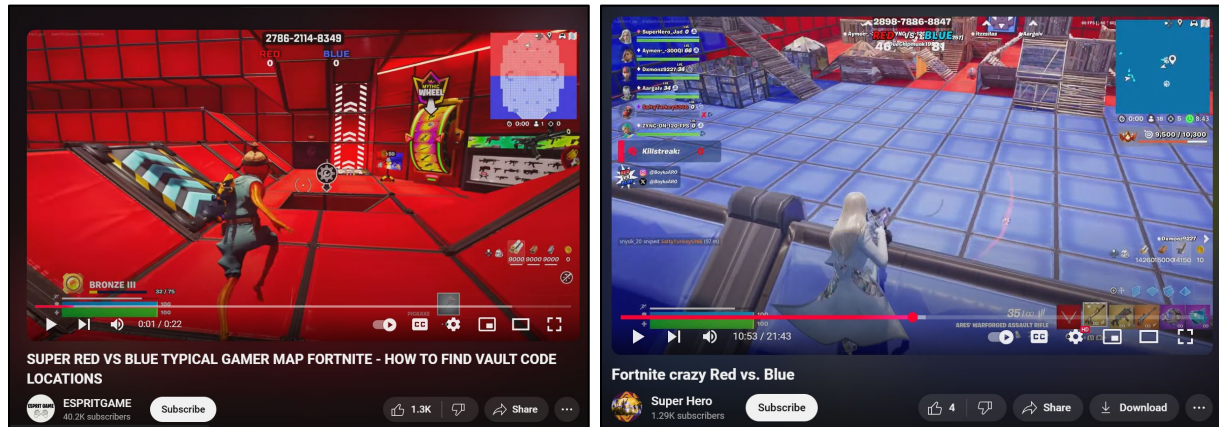
32. MM Games has confirmed that reduced visibility “can make it more tough to secure brand sponsorships, as brands may prefer to work with the games that are managed by Creators with a larger audience.”⁵¹ Because Creator games require large market shares in order to be successful, a loss of visibility will likely result in a decline in other marketing and revenue opportunities. However, the extent of the decline in these opportunities and their likely outcomes, makes a calculation of the damages associated with them difficult to do with certainty or precision.

iii. Community-Generated Content

33. Finally, Creator games also often benefit from community generated content through social platforms like YouTube, X, Discord, and TikTok. Below are two examples of YouTube content created by other users about the SRB and CRB maps, respectively:

⁵⁰ *A new wave of brands are partnering with in-game modders to reach Gen Z*, THE DRUM, accessed at: <https://www.thedrum.com/open-mic/a-new-wave-of-brands-are-partnering-with-in-game-modders-to-reach-gen-z>. See also, *Overwolf Company Profile*, THE DRUM, accessed at: <https://www.thedrum.com/profile/overwolf>.

⁵¹ Conversations with MM Games. See also, Alastair Pusinelli, *How The Gaming Industry Provides The Perfect Recipe For Brand Reach And Engagement*, THE SPORTFIVE MAGAZINE, accessed at <https://sportfive.com/beyond-the-match/insights/gaming-industry-provides-both-brand-reach-and-engagement>. See also, *Pitching eSports Sponsors: How To Use Social Media Metrics To Secure Sponsors*, KEYHOLE, accessed at <https://keyhole.co/blog/pitching-esports-sponsors/>.

Figure 8⁵²

34. Users on these platforms who are familiar with MM Games' products may create content centered around CRB and Creator games. This content leads to more players discovering the game and often results in an exponential increase in users on these platforms gaining familiarity with CRB.⁵³ Community generated content such as this creates more marketing and advertising opportunities for CRB. Additionally, algorithms are the determining factor for many users gaining access to CRB related content, which do not provide Creators with set guidelines or metrics to meet to maintain pressure to remain relevant and successful.

35. If the overall popularity of CRB is reduced by an infringing product entering the market, the likelihood of this community generated content being made about CRB decreases. This leads to an increase in the cost for MM Games to market and advertise its product that may not have otherwise been necessary, or simply a decrease in user traffic and revenue. Therefore,

⁵² Super Hero, *Fortnite crazy Red vs. Blue*, YOUTUBE (Aug. 23, 2024), https://www.youtube.com/watch?v=c3vDE3q7G2U&ab_channel=SuperHero; Espiritgame, *Super Red Vs Blye Typical Gamer Map Fortnite – How to Find Vault Code Locations*, YOUTUBE (Sept. 8, 2024), https://www.youtube.com/watch?v=OgyIVoikU04&ab_channel=ESPRITGAME.

⁵³ As of October 2024, there were over 5.2 billion social media users. MM Games has a direct presence on several major social platforms. Where MM Games does not have a presence, user's sharing and reposting to these other cites also drives an unquantifiable engagement. For global user statistics see *Global Social Media Statistics*, DATAREPORTAL, accessed at <https://datareportal.com/social-media-users> (last visited on Jan. 7, 2025). Studies have also addressed the potential impact of social media posts and engagement. See Niitsuma, et al., *Influencers' Reposts and Viral Diffusion: Prestige Bias in Online Communities* (Nov. 8, 2024), accessed at <https://arxiv.org/html/2411.05448v1#S2.T1>.

decreases in traffic/popularity are likely to create a snowball effect, thereby further decreasing the likelihood of promotions of CRB through community generated content and other sources. Ultimately, given the complexity of virality and network effects within social platforms it would be impossible to quantify the full extent of the effects SRB had and continues to have on CRB's market performance.

iv. Conclusion

36. The complex social dynamics and marketing incorporated in modern gaming makes it difficult to determine what opportunities for Fortnite promotion, third-party sponsorship, or community-generated support would have been available but for Typical Gamer's infringement. The rapidly evolving market for these services and opportunities further demonstrates that MM Games has been and continues to be irreparably harmed due to the alleged infringement.

B. Adverse Effects on Sales Momentum and Profits

37. Based on my conversations with MM Games, payouts through Fortnite's Island Creator & Engagement Program are MM Games' primary revenue stream associated with CRB. However, Creators are not told, nor is it public knowledge, the formula Epic Games uses to determine its payouts to Creators. Creators are simply told the following: "Engagement payouts are tailored for island creators in that it pays based on island engagement metrics. The goal of engagement payouts is to compensate island creators for the value they bring to Fortnite through engagement."⁵⁴ Epic Games identifies the following metrics that are considered for determining engagement:⁵⁵

- Monthly Engagement Payout: Monthly island payout earnings for a Creator's Island.

⁵⁴ *Payout Factors*, EPIC GAMES, <https://dev.epicgames.com/documentation/en-us/fortnite-creative/engagement-payouts-in-fortnite-creative#payoutsfactors> (last visited on Jan. 7, 2025).

⁵⁵ *Payout Factors*, EPIC GAMES, <https://dev.epicgames.com/documentation/en-us/fortnite-creative/engagement-payouts-in-fortnite-creative#payoutsfactors> (last visited on Jan. 7, 2025).

- Active Playtime: Active time players spend on an island.
- Playtime Surrounding V-Bucks Spent: Active Playtime within a week of a player spending V-Bucks.
- Active Players: Number of daily unique players on an island.
- Retained Players: Number of players who have played an island and returned to Fortnite within seven days.
- Recurring Retained: Number of players who have played an island and then played Fortnite frequently within seven days.
- New Players: Number of players who visit an island on their very first day in Fortnite.
- Returning Players: Number of players who visit an island on their first day back after being absent from Fortnite for at least 28 days.

38. Creators are not told the ratio for each of these factors, or if there are other undisclosed factors that are considered in determining monthly payouts. Nor is it clear whether there is greater or less significance placed on any of these factors or if this changes over time. Thus, the formula used by Epic Games appears to be a “black box” that prohibits a complete understanding of how monthly payouts are determined, making an accurate recalculation of these payouts impossible. The variability of these metrics and how they are valued makes any attempt to calculate payouts but for the infringement a hypothetical and uncertain exercise. Therefore, the formula for these engagement payouts results in a monetary damages calculation likely “*inadequate to compensate*” for MM Games’ injuries. This fact emphasizes the justification of a preliminary injunction in this matter.

39. It is clear that MM Games has suffered harm through a multitude of declining metrics. For example, the month over month changes that occurred after Defendants’ infringement began (December 2023 to January 2024) and shortly after SRB regained momentum after the January and February takedowns (March to April 2024), as shown in the table below:

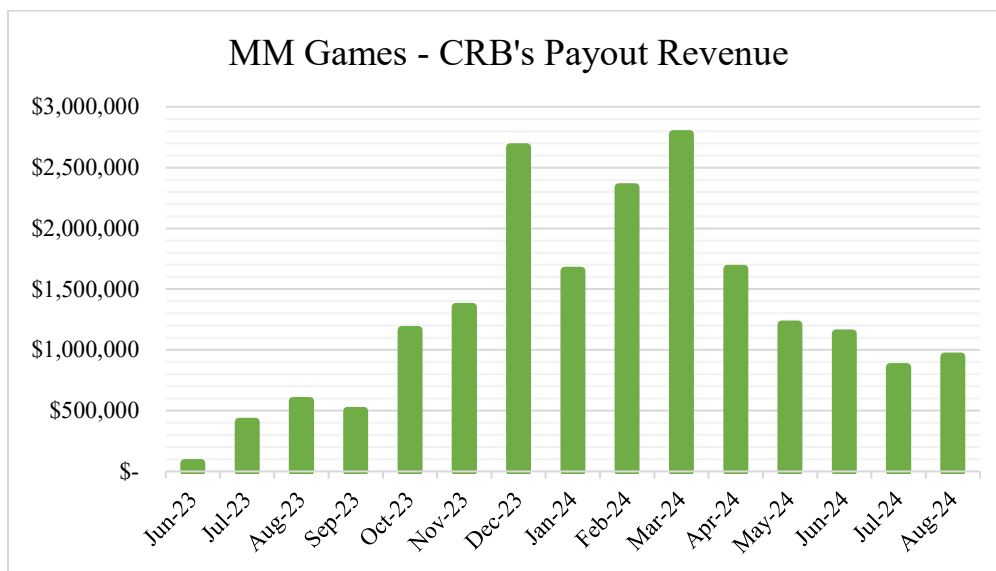
Figure 9⁵⁶

	Dec-23	Jan-24	Mar-24	Apr-24
Active Players	48,308,495	47,568,639	61,712,655	32,432,808
<i>% Change</i>	<i>18.7%</i>	<i>-1.6%</i>	<i>3%</i>	<i>-90%</i>
Retained Players	46,283,547	45,246,703	58,672,968	30,563,189
<i>% Change</i>	<i>19.4%</i>	<i>-2.3%</i>	<i>3%</i>	<i>-92%</i>
Recurring Players	36,349,550	34,058,862	43,919,661	22,272,524
<i>% Change</i>	<i>23.3%</i>	<i>-6.7%</i>	<i>2%</i>	<i>-97%</i>
New Players	384,189	276,159	285,901	118,860
<i>% Change</i>	<i>26.6%</i>	<i>-39.1%</i>	<i>-4%</i>	<i>-141%</i>
Returning Players	617,566	458,746	724,807	409,866
<i>% Change</i>	<i>-59.0%</i>	<i>-34.6%</i>	<i>5%</i>	<i>-77%</i>
Active Playtime	26,383,998	25,712,534	32,555,900	16,797,199
<i>% Change</i>	<i>27.1%</i>	<i>-2.6%</i>	<i>-0.4%</i>	<i>-93.8%</i>
PSVS	13,209,147	11,438,177	16,402,244	8,577,900
<i>% Growth</i>	<i>32.0%</i>	<i>-15.5%</i>	<i>12.9%</i>	<i>-91.2%</i>

40. As can be seen, there has been a significant impact on the payout and profits of MM Games since the infringement. After the infringement began, MM Games experienced a 61.6% drop in payout revenues (calculated from December 2023 to January 2024).⁵⁷

⁵⁶ Lewis Schedule 1.0, attached hereto as Exhibit B.

⁵⁷ Lewis Schedule 2.0, attached hereto as Exhibit B.

Figure 10⁵⁸

41. MM Games' payout experienced a slight recovery in February and March of 2024 following the previously discussed takedowns of SRB and the release of Fortnite v28.20 and Chapter 5 Season 2.⁵⁹ However, MM Games experienced another 66% drop from March 2024 to April 2024 as SRB was republished and began to gain player popularity and momentum.⁶⁰

42. Most costs for MM Games' product are upfront or fixed costs. So, loss of payouts is mostly loss of profit. MM Games personally developed CRB, therefore any payouts earned by the game are a form of retroactive compensation for the initial effort put into making and maintaining the game. Additional updates to CRB that may require a skillset outside of what MM Games can personally provide require MM Games to hire third-party companies. This has already occurred through a company called Future Trash, which MM Games brought on to help update CRB. As payment, Future Trash received 5% of the game's revenue. Declines in monthly

⁵⁸ Lewis Schedule 2.0, attached hereto as Exhibit B.

⁵⁹ Per conversation with MM Games. *See also*, *Fortnite Ecosystem V28.20*, FORTNITE, accessed at <https://create.fortnite.com/news/fortnite-ecosystem-v28-20?team=personal>. *See also*, *Make History in Fortnite Battle Royale Chapter 5 Season 2: Myths & Mortals!*, FORTNITE, accessed at <https://www.fortnite.com/news/make-history-in-fortnite-battle-royale-chapter-5-season-2-myths-mortals/>.

⁶⁰ Lewis Schedule 2.0, attached hereto as Exhibit B.

revenue hinder MM Games' ability to make needed improvements to the game, which enables it to maintain its popularity and status.

43. Due to the lack of clarity and visibility, the influence these metrics have on the monthly payouts to Creators and the impacts on community engagement, it is impossible to quantify the full extent of the damage caused by the infringement. While some data is available to quantify certain losses, the black box nature of the Epic platform and community removes the possibility of accurately calculating monetary damages to compensate for the full extent of the harm caused.⁶¹

C. Reputational Harm / Loss of Customers' Goodwill

44. The Infringing Product's continued presence on Fortnite, Jogo Studios' website, and community generated content directly results in MM Games sustaining reputational harm and loss of customers' goodwill. As previously described, Creator games are regularly promoted across social platforms and the impact an infringing competitor can have is likely to spread quickly, resulting in significant, yet difficult to quantify, reputational harm.

45. For example, while addressing patent infringement, I understand courts have held that, "to the extent an act of [infringement] threatens to harm the owner's reputation for being an innovator, or to mislead consumers into thinking that the defendant's lower-quality, infringing product is an acceptable substitute for the plaintiff's, these effects may qualify as 'irreparable harm' in support of injunctive relief."⁶² This same type of reputational harm would likely exist

⁶¹ Uncertainty in calculating lost profits has been previously deemed sufficient to support a determination of irreparable harm; see, *Nicole, Inc. v. B.L.K. Int'l, Inc.*, 2015 U.S. Dist. LEXIS 126605, quoting *eBay, Inc. v. Bidder's Edge, Inc.*, 100 F. Supp. 2d 1058, 1066 (N.D. Cal. 2000), ("Harm resulting from lost profits and lost customer goodwill is irreparable because it is neither easily calculable, nor easily compensable and is therefore an appropriate basis for injunctive relief").

⁶² Thomas F. Cotter, *Damages for Noneconomic Harm in Intellectual Property Law*, 72 HASTINGS L.J. 1055, 1098 n.248 (2021) (citing *Apple Inc. v. Samsung Elecs. Co.*, 809 F.3d 633, 652–56 (Fed. Cir. 2015) (Reyna, J., concurring) and *Douglas Dynamics, LLC v. Buyers Prods. Co.*, 717 F.3d 1336, 1344 (Fed. Cir. 2013)).

for Creators of copyrighted games, where status and relevance on social media platforms is both prevalent and necessary.

46. Additionally, as SRB gains more traction and familiarity, it is expected that players will begin to associate the game with the design and mechanics originating from CRB, therefore diluting its unique branding, design, and reputation. Again, the full extent of this brand/reputational harm will be difficult, if not impossible, to quantify.

D. Encouragement of Other Infringement

47. I understand that other infringers likely exist on Fortnite. While the impact of these infringers is currently less than Typical Gamer given their relative market share, I understand that they nonetheless exist. This is evidenced by MM Games recently issuing a DMCA takedown notice to Unchained_Off, a French YouTube gaming influencer. The existence of these other infringers is an indication that Typical Gamer's infringement is encouraging the infringement of others.

E. Price Erosion

48. As there is no direct consumer price or cost for access to the games at issue in this case, I do not believe that price erosion is a relevant consideration in this matter.

F. Loss of Control Over Copyrighted Material

49. Ongoing infringement by Typical Gamer disrupts MM Games' control over their copyrighted work. In other instances, Courts have held that counterfeit goods are a detriment to the copyright holder as they "cannot control the quality or safety of the counterfeit products."⁶³ In

⁶³ *AK Futures, LLC v. LCF Labs Inc.*, 2023 U.S. Dist. LEXIS 208081 (C.D. Cal. Sept. 1, 2023). See also, *MGM Studios, Inc. v. Grokster, Ltd.*, 518 F. Supp. 2d 1197 (C.D. Cal. 2007) ("infringement may still occur in such a manner that it has the actual effect of irreparably harming a plaintiff's right to control the use of his/her copyrighted material").

this instance, the product offered is experiential, and therefore, one may evaluate loss of economic control as being tied to loss of control over the experience. MM Games' copyright provides it with the sole right to offer the 'experience' of playing CRB, and both the copyrighted CRB map and the infringing SRB map are customizable within Fortnite. As players continue to associate the two maps as related content, decisions made by Typical Gamer that negatively impact players' enjoyment of SRB may effectively reduce the perceived quality of both products. Growing an audience for products like custom maps may require substantial effort, and online game popularity is often challenging to maintain.⁶⁴ Thus, Typical Gamer's infringement risks not only the near-term popularity of the CRB island but also MM Games' ability to control the unique design elements it has created, and the resulting perceptions that players have of them.

V. CONCLUSION

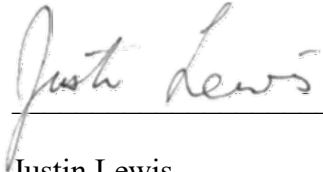
50. Based on the above, there is significant evidence supporting the opinion that MM Games will be irreparably harmed by the continued existence of Typical Gamer's game, SRB, within the Fortnite platform due to the loss of current and future market share, its loss of position as a market leader, the adverse effects on its sales momentum and profits, the potential to harm MM Games' reputation and goodwill, the encouragement of others to infringe, and the loss of control over its copyrighted material.

51. MM Games would continue to be irreparably harmed and prejudiced should Typical Gamer Accused Product be permitted to remain on the Fortnite platform during the pendency of this litigation.

⁶⁴ *The Ultimate Guide to Promoting Your Fortnite UEFN Map in 2025*, OVERWOLF, accessed at <https://blog.overwolf.com/the-ultimate-guide-to-promoting-your-fortnite-uefn-map-in-2024>.

52. Pursuant to 28 U.S.C. § 1746, and using the precise statutory language set forth in that statute, I declare under penalty of perjury that the foregoing is true and correct.

Executed March 4, 2025 in Orinda, California.



Justin Lewis

EXHIBIT A

JUSTIN VAHN LEWIS, CPA, CVA, CFF CURRICULUM VITAE

March 2025

Justin Lewis is an experienced expert who has testified in both federal and state court. He is CEO of Truest Consulting, LLC. Mr. Lewis' over 25 years of consulting experience includes the analysis and quantification of economic damages arising from patent, trade secret, trademark, copyright infringement & breach of contract in over two hundred matters. He has a solid understanding of the financial issues and theories related to intellectual property, trade secret and breach of contract litigation from discovery to trial.

In addition to his experience in intellectual property matters, Mr. Lewis performed audits for two years with a big five accounting firm of the financial statements for both private and public companies. He also performs valuations of IP and other assets both in and out of litigation. He is an experienced forensic accountant, conducting investigations in securities litigation matters including matters involving fortune 500 companies. Mr. Lewis is a regular speaker on financial issues and has taught masters level courses in intellectual property valuation and risk management.

Prior to forming Truest Consulting, Mr. Lewis was a Managing Director at Ocean Tomo and worked at StoneTurn and Deloitte & Touche in their respective dispute practices. Mr. Lewis is a Certified Public Accountant in California, Certified Valuation Analyst, Certified in Financial Forensics and holds a B.A. in Business/Economics with an emphasis in accounting from University of California, Santa Barbara.

SELECT ENGAGEMENT EXPERIENCE

- | | | |
|--------------------------|--------------------------|---------------------------------|
| ▪ Patent Infringement | ▪ IP Valuation | ▪ Trade Secret Misappropriation |
| ▪ Business Valuation | ▪ Trademark Infringement | ▪ Securities Litigation |
| ▪ Copyright Infringement | ▪ Breach of Contract | ▪ Accounting Investigations |
| | ▪ Compliance Reviews | |

SELECT INDUSTRY EXPERIENCE

- | | | |
|-------------------|----------------------|---------------------|
| ▪ Consumer Goods | ▪ Beverages | ▪ Food Additives |
| ▪ Medical Devices | ▪ Wireless | ▪ Semiconductor |
| ▪ Healthcare | ▪ Cellular | ▪ Memory |
| ▪ Biotechnology | ▪ Electronics | ▪ Software/SaaS |
| ▪ Pharmaceutical | ▪ Financial Services | ▪ Video Gaming |
| ▪ Manufacturing | ▪ Environmental | ▪ Winemaking |
| ▪ Retail | ▪ Nutraceuticals | ▪ Computer Hardware |
-

**EDUCATION
LICENSES**

University of California Santa Barbara, B.A. Business/Economics emphasis in Accounting
Certified Public Accountant (CPA)
Certified Valuation Analyst (CVA)
Certified Financial Forensics (CFF)

EXPERIENCE

Truest Consulting 6/23 to present - CEO
Ocean Tomo 2/07 to 6/23 – Managing Director
Manager at StoneTurn from 1/05 through 1/07.
Manager at Deloitte from 5/01 through 1/05.
Staff at Degnan & Associates from 4/99 through 4/01.
Auditor at Arthur Andersen from 7/97 through 4/99.

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MEMBERSHIPS**

Member National Association of Certified Valuation Analysts
Member American Institute of Certified Public Accountants
Member Intellectual Property Owners Association – Licensing Committee
Member Licensing Executive Society – Past Chair of the Valuation and Pricing Committee

**INDUSTRY
PUBLICATION/
PRESENTATIONS**

Co-authored “Changes in U.S. Patent Licensing Over the Past Twenty Years”, Les Nouvelles, 2006
Speaker “The Impact of Patent Purchase and Patent Reform on Enforcement Damages”, ICAP/Ocean Tomo, IP Markets 2009
Speaker “IP Monetization 2009”, Practicing Law Institute, 2009
Speaker “Emerging Issues in IP and Valuation”, Licensing Executive Society, 2009
Guest Lecturer – Illinois Institute of Technology – Masters Level Course – 2011
Speaker “Managing and Insuring IP Litigation Risk”, IPO Licensing Committee – 2011
Guest Lecturer – Golden Gate University – IP Management Course, Masters Program, 2011

Speaker “IP Risk Management”, Woodruff Sawyer & Co. – 2011.

Guest Lecturer – Illinois Institute of Technology – Masters Level Course – 2012

Speaker and Moderator, “Patent Disputes 2012” - Thompson Reuters – June 2012

Presentation – Delegation of the Malaysian Government – IP Valuation and IP Backed Lending, June 2013

Speaker – Center for Applied Innovation Town Hall Meeting, IP Investments & Markets, “IP Risk Management” Workshop – June 2013

Speaker “Royalty/Payment Clauses”, IPO Licensing Committee – 2013

Speaker and Moderator, “Patent Disputes 2013” – November 2013

Speaker “IP Valuation: In and Out of Litigation”, IPO Licensing Committee – 2014

Speaker “Trends in IP Damages”, Qualcomm – 2014

Speaker “Modern Approaches to Calculating Reasonable Royalty Damages”, ABA IPLSpring – March 2015

Speaker “IP Considerations and the Value Impact for Early-Stage Companies”, Licensing Executive Society Webinar, May 2015

Speaker “IP Valuation to Support Transactions”, Licensing Executive Society, May 2015

Moderator “Value of Creative Innovation Strategies”, Licensing Executive Society, April 2016

Co-authored, “Quantitative Approaches to Determining FRAND Royalties”, Intellectual Property Owners Association Annual Meeting, 2017

Panelist “Trade Secrets: Important Lessons for Management”, Licensing Executive Society, September 2018

Panelist “Driving Consumer Product Value through Innovation and Licensing”, Licensing Executive Society, October 2018

Speaker “Valuing Copyrights, Trademarks, and Trade Secret Damages – Considerations and Observations”, USC IP Institute, March 2019

Speaker “Qualcomm Battles: SEP/FRAND Update,” Licensing Executive Society Annual Meeting, October 2019

Speaker “A Discussion of the Utility of Surveys in Patent Cases,” San Francisco Intellectual Property Law Association, May 2022

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Filed: March 7, 2013

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Filed: October 16, 2015

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Filed: November 23, 2015

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Deposition

Filed: June 24, 2014

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U.S. District Court – Central District of California

Deposition

Filed: April 20, 2015

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Filed: March 13, 2017

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Filed: August 2, 2016

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Filed: June 13, 2019

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Filed: July 23, 2018

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Arbitration
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U.S. District Court – Western District of Texas Austin Division
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U.S. District Court – District of Oregon
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Filed: September 23, 2019

Roxana Towry Russel, d/b/a Roxy Russel Design v. Walmart Inc. and Wal-Mart.com USA, LLC

U.S. District Court – Central District of California
Trial

Filed: June 24, 2019

Prestige Century Investments Limited and CIP United Company Limited v. Loongson Technology Corporation Limited (HKIAC/PA21030)

Hong Kong International Arbitration Centre
Arbitration

Filed: June 10, 2021

*Berkeley*IEOR d/b/a B*IEOR v. Teradata Operations, Inc.*

U.S. District Court – Northern District of Illinois, Eastern Division
Deposition

Filed: March 26, 2018

Carl Zeiss Meditec, Inc. v. Topcon Medical Systems, Inc., Topcon Healthcare Solutions, Inc., Tobias Kurzke, Greg Hoffmeyer, Genevieve Fay, Katalin Spencer, Terry Keith Brock, Charles Guibord, Jr., Joseph Ciccanesi, and Michael Chen

U.S. District Court – Northern District of California, Oakland

Division Deposition Filed: July 19, 2019

Flypsi, Inc. (d/b/a Flyp) v. Google LLC

U.S. District Court – Western District of Texas, Waco Division
Deposition and Trial

Filed: January 10, 2022

Matthew Simmons, et. al. v. USI Insurance Services, LLC., and USI Advantage Corporation.

U.S. District Court – Middle District of Florida, Tampa Division
Deposition and Trial

Filed: January 27, 2023

Tom & Becky Voss v. Smash My Trash, LLC.

American Arbitration Association
Arbitration

Filed: December 13, 2022

ACQIS LLC v. ASUSTeK Computer, Inc.

U.S. District Court – Western District of Texas, Waco Division
Deposition and Trial

Filed: October 2020

PowX Inc. v. Performance Solutions, LLC

U.S. District Court – Southern District of New York
Preliminary Injunction Hearing

Filed: February 2024

CosmoKey Solutions GMBH & Co. KG v. Duo Security, Inc. n/k/a Duo Security LLC and Cisco Systems, Inc.

U.S. District Court – District of Delaware

Deposition

Filed: September 2018

Red Rock Sourcing LLC and Coronado Distributing LLC, Plaintiffs, v. JGX LLC, et al.

U.S. District Court – Southern District of New York

Deposition

Filed: February 2021

MobileMoney, Inc., v. Ian Starnes, Alexander Patterson, 311 Labs, LLC, QB Ventures, LLC, Patrik Jonsson, and Payomi, LLC

JAMS Resolution Center – California

Deposition and Arbitration

Filed: January 2024

Hyundai Motor Co. and Hyundai Motor America, Inc. v. Hyundai Technology Group, Inc., et al.

U.S. District Court – Northern District of California

Deposition

Filed: March 2023

CONTACT

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EXHIBIT B

MM Games v. Typical Gamer

MM GAMES' CRAZY RED V. BLUE ACTIVE PLAYERS - JUNE 2023 - NOVEMBER 2024

Schedule 1.0

	Partial Jun-23	Jul-23	Aug-23	Sep-23	Oct-23	Nov-23	Dec-23	Jan-24	Feb-24	Mar-24	Apr-24	May-24	Jun-24	Jul-24	Aug-24	Sep-24	Oct-24	Nov-24
Active Players	2,417,916	13,053,984	15,692,647	17,033,701	29,110,614	39,289,681	48,308,495	47,568,639	59,570,713	61,712,655	32,432,808	25,296,690	25,195,535	22,638,316	21,725,684	17,704,284	20,095,405	13,552,397
% Growth	N/A	439.9%	20.2%	8.5%	70.9%	35.0%	23.0%	-1.5%	25.2%	3.6%	-47.4%	-22.0%	-0.4%	-10.1%	-4.0%	-18.5%	13.5%	-32.6%
Retained Players	2,249,093	12,086,747	14,649,224	15,822,465	27,057,088	37,326,789	46,283,547	45,246,703	56,753,456	58,672,968	30,563,189	23,622,905	23,293,811	21,025,707	20,445,366	16,516,861	18,928,127	12,885,556
% Growth	N/A	437.4%	21.2%	8.0%	71.0%	38.0%	24.0%	-2.2%	25.4%	3.4%	-47.9%	-22.7%	-1.4%	-9.7%	-2.8%	-19.2%	14.6%	-31.9%
Recurring Players	1,563,214	8,388,252	10,411,865	10,716,522	18,376,759	27,886,926	36,349,550	34,058,862	43,025,812	43,919,661	22,272,524	16,565,841	16,247,629	15,213,109	15,230,381	11,777,047	13,717,561	9,458,302
% Growth	N/A	436.6%	24.1%	2.9%	71.5%	51.8%	30.3%	-6.3%	26.3%	2.1%	-49.3%	-25.6%	-1.9%	-6.4%	0.1%	-22.7%	16.5%	-31.0%
New Players	13,394	74,467	91,626	95,163	206,695	282,124	384,189	276,159	298,625	285,901	118,860	93,076	122,121	116,297	89,799	83,857	74,936	55,642
% Growth	N/A	456.0%	23.0%	3.9%	117.2%	36.5%	36.2%	-28.1%	8.1%	-4.3%	-58.4%	-21.7%	31.2%	-4.8%	-22.8%	-6.6%	-10.6%	-25.7%
Returning Players	53,698	285,282	359,622	351,464	784,582	981,939	617,566	458,746	689,024	724,807	409,866	469,491	598,893	584,684	495,534	375,024	371,391	279,840
% Growth	N/A	431.3%	26.1%	-2.3%	123.2%	25.2%	-37.1%	-25.7%	50.2%	5.2%	-43.5%	14.5%	27.6%	-2.4%	-15.2%	-24.3%	-1.0%	-24.7%

Notes & Sources

[1] Exhibits H and I - Active Player Data spreadsheets

MM Games v. Typical Gamer
MM GAMES' CRAZY RED V. BLUE PAYOUT DATA
Schedule 2.0

	Jun-23	Jul-23	Aug-23	Sep-23	Oct-23	Nov-23	Dec-23	Jan-24	Feb-24	Mar-24	Apr-24	May-24	Jun-24	Jul-24	Aug-24	Total
Payout Total	\$ 69,425.21	\$ 407,936.92	\$ 579,148.63	\$ 497,434.37	\$ 1,164,703.82	\$ 1,354,800.57	\$ 2,667,219.19	\$ 1,650,271.61	\$ 2,339,296.39	\$ 2,774,640.07	\$ 1,668,156.85	\$ 1,210,141.69	\$ 1,134,017.61	\$ 857,339.64	\$ 945,868.41	\$ 19,320,400.95
% Growth	N/A	487.6%	42.0%	-14.1%	134.1%	16.3%	96.9%	-38.1%	41.8%	18.6%	-39.9%	-27.5%	-6.3%	-24.4%	10.3%	

Notes & Sources
[1] Exhibit M - CrazyRedVsBlue_PayoutData. Payout data listed by month.

MM Games v. Typical Gamer

MM GAMES' CRAZY RED V. BLUE ACTIVE PLAYTIME - JUNE 2023 - NOVEMBER 2024

Schedule 3.0

[1]		Partial											Partial
	Jun-23	Jul-23	Aug-23	Sep-23	Oct-23	Nov-23	Dec-23	Jan-24	Feb-24	Mar-24	Apr-24	May-24	
Active Playtime	1,140,072	6,617,599	7,962,857	8,381,671	14,292,274	19,232,631	26,383,998	25,712,534	32,674,749	32,555,900	16,797,199	9,482,727	
% Growth	N/A	480.5%	20.3%	5.3%	70.5%	34.6%	37.2%	-2.5%	27.1%	-0.4%	-48.4%	-43.5%	
Playtime Surrounding V-bucks Spent (PSVS)	467,143	2,473,686	3,214,696	3,309,331	5,326,962	8,984,574	13,209,147	11,438,177	14,281,864	16,402,244	8,577,900	4,033,141	
% Growth	N/A	429.5%	30.0%	2.9%	61.0%	68.7%	47.0%	-13.4%	24.9%	14.8%	-47.7%	-53.0%	

Notes & Sources

[1] Exhibit J - 1 - active_playtime_(hours)-June2023-December2023 - 15 June 2023 - 14 December 2023

Exhibit K - 2 - active_playtime_(hours)-December2023-May2024 - 14 December 2023 - 25 May 2024

Note that in instances where the data provided had overlapping dates, the first instance of the dates appearance was used.

[2] Exhibit H - 1 - active_players-June2023-December2023 - 15 June 2023 - 14 December 2023

Exhibit I - 2 - active_players-December2023-May2024 - 14 December 2023 - 25 May 2024

Note that in instances where the data provided had overlapping dates, the first instance of the dates appearance was used.

MM Games v. Typical Gamer
FORTNITE CREATOR RANKINGS - MAY 2023 - SEPTEMBER 2024
Schedule 4.0

Creator Rank	May-23	Jun-23	Jul-23	Aug-23	Sep-23	Oct-23	Nov-23	Dec-23	Jan-24	Feb-24	Mar-24	Apr-24	May-24	Jun-24	Jul-24	Aug-24	Sep-24
MM Games	N/A	N/A	11	10	9	3	7	7	3	4	2	4	4	5	4	6	5
% Change Mo	N/A	N/A	N/A	9%	10%	67%	-133%	0%	57%	-33%	50%	-100%	0%	-25%	20%	-50%	17%
Typical Gamer	N/A	N/A	25	N/A	N/A	N/A	N/A	N/A	7	11	6	6	6	9	6	7	17
% Change Mo	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	-57%	45%	0%	0%	-50%	33%	-17%	-143%

Notes & Sources
[1] Exhibit G - Historical Map Rankings, accessed at https://web.archive.org/web/20250000000000*/https://fortnite.gg/creators.

MM Games v. Typical Gamer
FORTNITE MAP RANKINGS - MAY 2023 - SEPTEMBER 2024
Schedule 5.0

Creator Rank	May-23	Jun-23	Jul-23	Aug-23	Sep-23	Oct-23	Nov-23	Dec-23	Jan-24	Feb-24	Mar-24	Apr-24	May-24	Jun-24	Jul-24	Aug-24	Sep-24
CRB	N/A	N/A	10	6	6	1	6	5	1	2	3	3	3	13	9	11	13
% Change MoM	N/A	N/A	N/A	40%	0%	83%	-500%	17%	80%	-100%	-50%	0%	0%	-333%	31%	-22%	-18%
SRB	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	5	10	5	5	5	16	11	14	26
% Change MoM	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	-100%	50%	0%	0%	-220%	31%	-27%	-86%

Notes & Sources

- [1] Exhibit L - Historical Map Rankings
- [2] While the Historical Map Rankings sometimes included the top 30 played maps, in certain instances, available data was limited to the top 20 rankings. To the extent data on rankings 21-30 was available and either CRB or SRB ranked in this range, I have noted those rankings here. See e.g., Sept 2024.

MM Games v. Typical Gamer

JANUARY 2023 - SRB DMCA TAKEDOWN

Schedule 6.0

Time	CRB Active Players	% Change (Half Hr)	% Change (Hour)	SRB Active Players	% Change (Half Hr)	% Change (Hour)	
8:34:00 AM	11,875	N/A	N/A	5,575	N/A	N/A	
9:04:00 AM	13,704	15.4%	N/A	6,488	16.4%	N/A	
9:35:00 AM	13,793	0.6%	16.2%	6,538	0.8%	17.3%	
10:06:00 AM	13,465	-2.4%	-1.7%	6,526	-0.2%	0.6%	
10:36:00 AM	13,854	2.9%	0.4%	6,691	2.5%	2.3%	
11:07:00 AM	14,671	5.9%	9.0%	6,977	4.3%	6.9%	
11:38:00 AM	15,957	8.8%	15.2%	7,525	7.9%	12.5%	
12:08:00 PM	17,467	9.5%	19.1%	7,936	5.5%	13.7%	
12:39:00 PM	19,239	10.1%	20.6%	9,271	16.8%	23.2%	
1:10:00 PM	21,415	11.3%	22.6%	10,008	7.9%	26.1%	
1:40:00 PM	23,822	11.2%	23.8%	10,683	6.7%	15.2%	
2:11:00 PM	26,936	13.1%	25.8%	12,288	15.0%	22.8%	
2:42:00 PM	27,889	3.5%	17.1%	13,184	7.3%	23.4%	
2:42:00 PM	27,889	0.0%	3.5%	13,184	0.0%	7.3%	
3:13:00 PM	29,447	5.6%	5.6%	14,016	6.3%	6.3%	
3:43:00 PM	31,087	5.6%	11.5%	15,321	9.3%	16.2%	
4:14:00 PM	36,179	16.4%	22.9%	-	-	-	SRB Removed
4:45:00 PM	43,999	21.6%	41.5%	-	-	-	
5:15:00 PM	50,076	13.8%	38.4%	-	-	-	
5:46:00 PM	51,764	3.4%	17.6%	-	-	-	
6:17:00 PM	55,454	7.1%	10.7%	-	-	-	
6:47:00 PM	54,904	-1.0%	6.1%	-	-	-	
7:18:00 PM	53,146	-3.2%	-4.2%	-	-	-	
7:49:00 PM	50,036	-5.9%	-8.9%	-	-	-	
8:19:00 PM	49,009	-2.1%	-7.8%	-	-	-	
8:50:00 PM	45,860	-6.4%	-8.3%	-	-	-	
9:21:00 PM	40,659	-11.3%	-17.0%	-	-	-	SRB Re-Added
9:51:00 PM	37,798	-7.0%	-17.6%	6,071	N/A	N/A	
10:22:00 PM	34,261	-9.4%	-15.7%	12,806	110.9%	N/A	
10:53:00 PM	33,617	-1.9%	-11.1%	15,668	22.3%	158.1%	
11:24:00 PM	34,394	2.3%	0.4%	17,611	12.4%	37.5%	
11:54:00 PM	34,690	on wi	3.2%	18,594	5.6%	18.7%	
12:25:00 AM	35,732	3.0%	3.9%	19,617	5.5%	11.4%	
12:56:00 AM	37,292	4.4%	7.5%	20,342	3.7%	9.4%	
1:26:00 AM	36,814	-1.3%	3.0%	19,742	-2.9%	0.6%	
1:57:00 AM	39,015	6.0%	4.6%	19,411	-1.7%	-4.6%	
2:28:00 AM	36,189	-7.2%	-1.7%	18,137	-6.6%	-8.1%	
3:29:00 AM	31,707	-12.4%	-18.7%	15,588	-14.1%	-19.7%	
4:00:00 AM	26,450	-16.6%	-26.9%	12,878	-17.4%	-29.0%	
4:29:00 AM	23,338	-11.8%	-26.4%	10,919	-15.2%	-30.0%	
5:00:00 AM	17,877	-23.4%	-32.4%	8,301	-24.0%	-35.5%	

Notes & Sources

[1] Exhibit D - Corrected_CCU_Data_for_Crazy_Re

MM Games v. Typical Gamer

TYPICAL GAMER - SRB'S AVERAGE AND PEAK PLAYER COUNTS

Schedule 7.0

<u>Month</u>	<u>Peak</u>	<u>Peak Gain</u>	<u>% Gain</u>	<u>Average</u>	<u>Avg Gain</u>	<u>% Gain</u>	<u>Estimated Earnings</u>
1-Jan-25	18,674	(21,596)	-53.6%	8,921	-3,300	-27.0%	\$68.5K - \$256.9K
1-Dec-24	40,270	(946)	-2.3%	12,221	-36	-0.3%	\$145.5K - \$545.5K
1-Nov-24	41,216	(25,479)	-38.2%	12,257	1,104	9.9%	\$141.2K - \$529.5K
1-Oct-24	66,695	38,502	136.6%	11,153	2,888	34.9%	\$132.8K - \$497.9K
1-Sep-24	28,193	2,417	9.4%	8,265	-4,509	-35.3%	\$95.2K - \$357K
1-Aug-24	25,776	(11,794)	-31.4%	12,774	504	4.1%	\$152.1K - \$570.2K
1-Jul-24	37,570	13,267	54.6%	12,270	1,958	19.0%	\$146.1K - \$547.7K
1-Jun-24	24,303	(7,751)	-24.2%	10,312	-3,053	-22.8%	\$118.8K - \$445.5K
1-May-24	32,054	(1,766)	-5.2%	13,365	-1,790	-11.8%	\$159.1K - \$596.6K
1-Apr-24	33,820	(38,064)	-53.0%	15,155	-7,566	-33.3%	\$174.6K - \$654.7K
1-Mar-24	71,884	(8,705)	-10.8%	22,721	3,128	16.0%	\$270.5K - \$1M
1-Feb-24	80,589	34,470	74.7%	19,593	9,173	88.0%	\$218.2K - \$818.2K
1-Jan-24	46,119	31,673	219.3%	10,420	6,544	168.8%	\$124K - \$465.1K
1-Dec-23	14,446	3,746	35.0%	3,876	1,660	74.9%	\$46.1K - \$173K
1-Nov-23	10,700	(11,120)	-51.0%	2,216	-996	-31.0%	\$25.5K - \$95.7K
1-Oct-23	21,820	13,488	161.9%	3,212	1,524	90.3%	\$38.2K - \$143.4K
1-Sep-23	8,332	N/A	N/A	1,688	N/A	N/A	\$3.2K - \$12.2K

Notes & Sources

[1] "Super Red v Blue" Fortnite.gg, accessed at <https://fortnite.gg/island?code=2786-2114-8349> on December 19, 2024.

EXHIBIT C

EXHIBIT D

Column1	Column2	Column3
Date	Crazy Red vs Blue CCU	Super Red vs Blue CCU
8:34:00 AM	11875	5575
9:04:00 AM	13704	6488
9:35:00 AM	13793	6538
10:06:00 AM	13465	6526
10:36:00 AM	13854	6691
11:07:00 AM	14671	6977
11:38:00 AM	15957	7525
12:08:00 PM	17467	7936
12:39:00 PM	19239	9271
1:10:00 PM	21415	10008
1:40:00 PM	23822	10683
2:11:00 PM	26936	12288
2:42:00 PM	27889	13184
2:42:00 PM	27889	13184
3:13:00 PM	29447	14016
3:43:00 PM	31087	15321
4:14:00 PM	36179	0
4:45:00 PM	43999	0
5:15:00 PM	50076	0
5:46:00 PM	51764	0
6:17:00 PM	55454	0
6:47:00 PM	54904	0
7:18:00 PM	53146	0
7:49:00 PM	50036	0
8:19:00 PM	49009	0
8:50:00 PM	45860	0
9:21:00 PM	40659	0
9:51:00 PM	37798	6071
10:22:00 PM	34261	12806
10:53:00 PM	33617	15668
11:24:00 PM	34394	17611
11:54:00 PM	34690	18594
12:25:00 AM	35732	19617
12:56:00 AM	37292	20342
1:26:00 AM	36814	19742
1:57:00 AM	39015	19411
2:28:00 AM	36189	18137
3:29:00 AM	31707	15588
4:00:00 AM	26450	12878
4:29:00 AM	23338	10919
5:00:00 AM	17877	8301

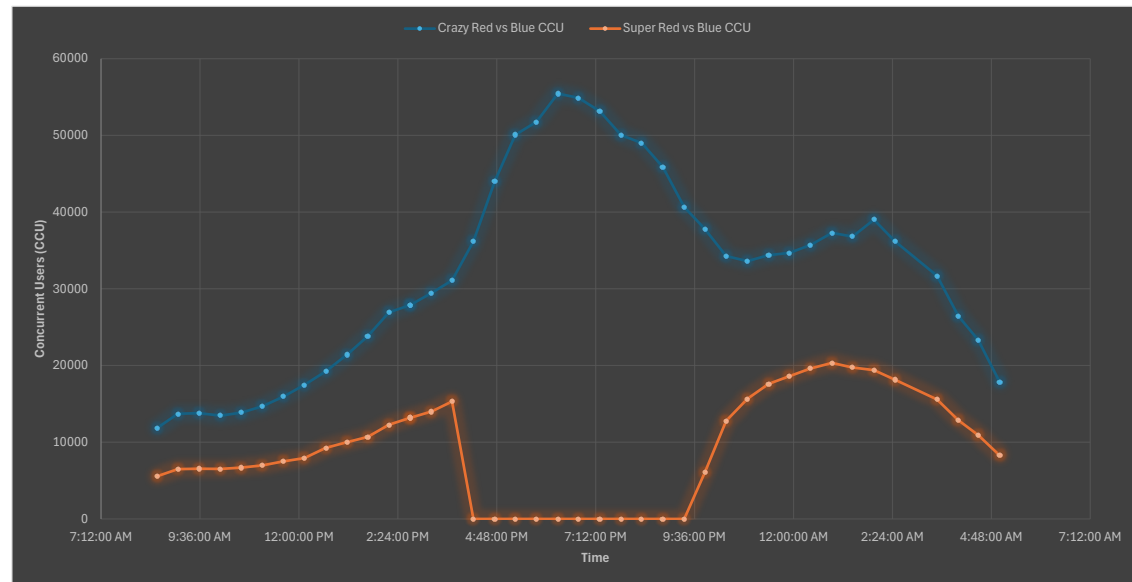


EXHIBIT E

Timestamp	CRAZZY RED VS BLUE CCU	SUPER RED VS BLUE CCU
1:16:00 PM	43530	17070
1:47:00 PM	45612	18071
2:18:00 PM	46912	18836
2:49:00 PM	50840	20471
3:19:00 PM	54608	22535
3:50:00 PM	59266	24177
4:20:00 PM	64110	26238
5:22:00 PM	74393	27658
5:53:00 PM	82180	0
7:55:00 PM	93478	0
8:26:00 PM	86167	0
8:57:00 PM	78989	0
9:27:00 PM	68476	0
9:58:00 PM	63333	0
10:29:00 PM	60640	0
11:30:00 PM	52885	0
12:01:00 AM	50799	0
12:31:00 AM	50070	0
1:02:00 AM	49391	0
1:33:00 AM	49651	0
2:04:00 AM	46360	0
2:34:00 AM	45204	0
3:05:00 AM	41333	4
3:36:00 AM	34851	6412
4:06:00 AM	27462	7668
4:37:00 AM	23367	6954
5:08:00 AM	21121	5963
5:38:00 AM	18015	5070
5:58:00 AM	16558	4776
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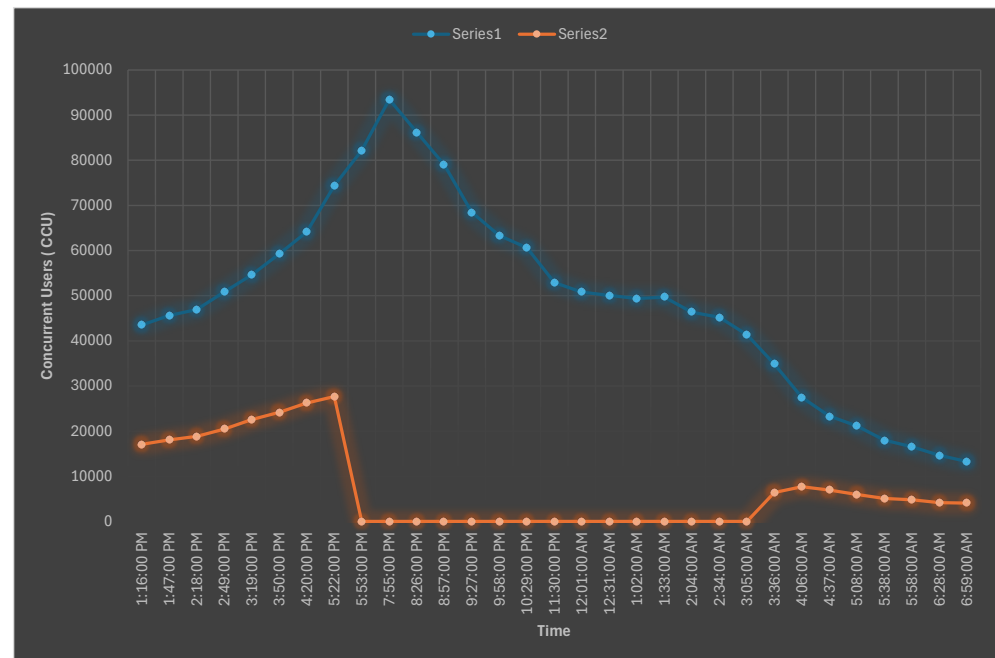


EXHIBIT F

Column1	Column2	Column3
Date	Crazy Red vs Blue CCU	Super Red vs Blue CCU
8:34:00 AM	11875	5575
9:04:00 AM	13704	6488
9:35:00 AM	13793	6538
10:06:00 AM	13465	6526
10:36:00 AM	13854	6691
11:07:00 AM	14671	6977
11:38:00 AM	15957	7525
12:08:00 PM	17467	7936
12:39:00 PM	19239	9271
1:10:00 PM	21415	10008
1:40:00 PM	23822	10683
2:11:00 PM	26936	12288
2:42:00 PM	27889	13184
2:42:00 PM	27889	13184
3:13:00 PM	29447	14016
3:43:00 PM	31087	15321
4:14:00 PM	36179	0
4:45:00 PM	43999	0
5:15:00 PM	50076	0
5:46:00 PM	51764	0
6:17:00 PM	55454	0
6:47:00 PM	54904	0
7:18:00 PM	53146	0
7:49:00 PM	50036	0
8:19:00 PM	49009	0
8:50:00 PM	45860	0
9:21:00 PM	40659	0
9:51:00 PM	37798	6071
10:22:00 PM	34261	12806
10:53:00 PM	33617	15668
11:24:00 PM	34394	17611
11:54:00 PM	34690	18594
12:25:00 AM	35732	19617
12:56:00 AM	37292	20342
1:26:00 AM	36814	19742
1:57:00 AM	39015	19411
2:28:00 AM	36189	18137
3:29:00 AM	31707	15588
4:00:00 AM	26450	12878
4:29:00 AM	23338	10919
5:00:00 AM	17877	8301

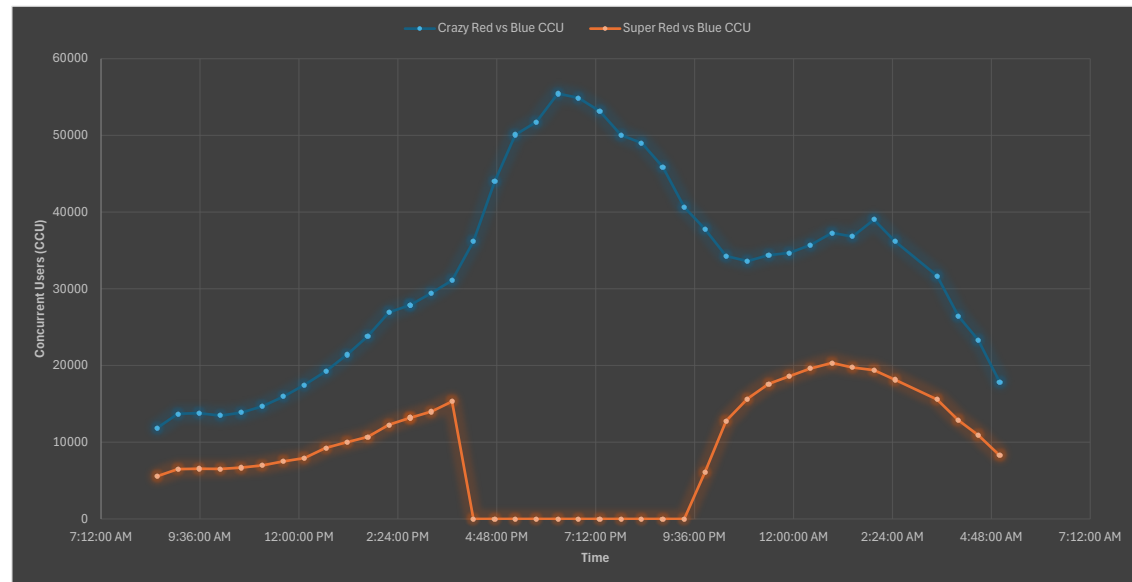
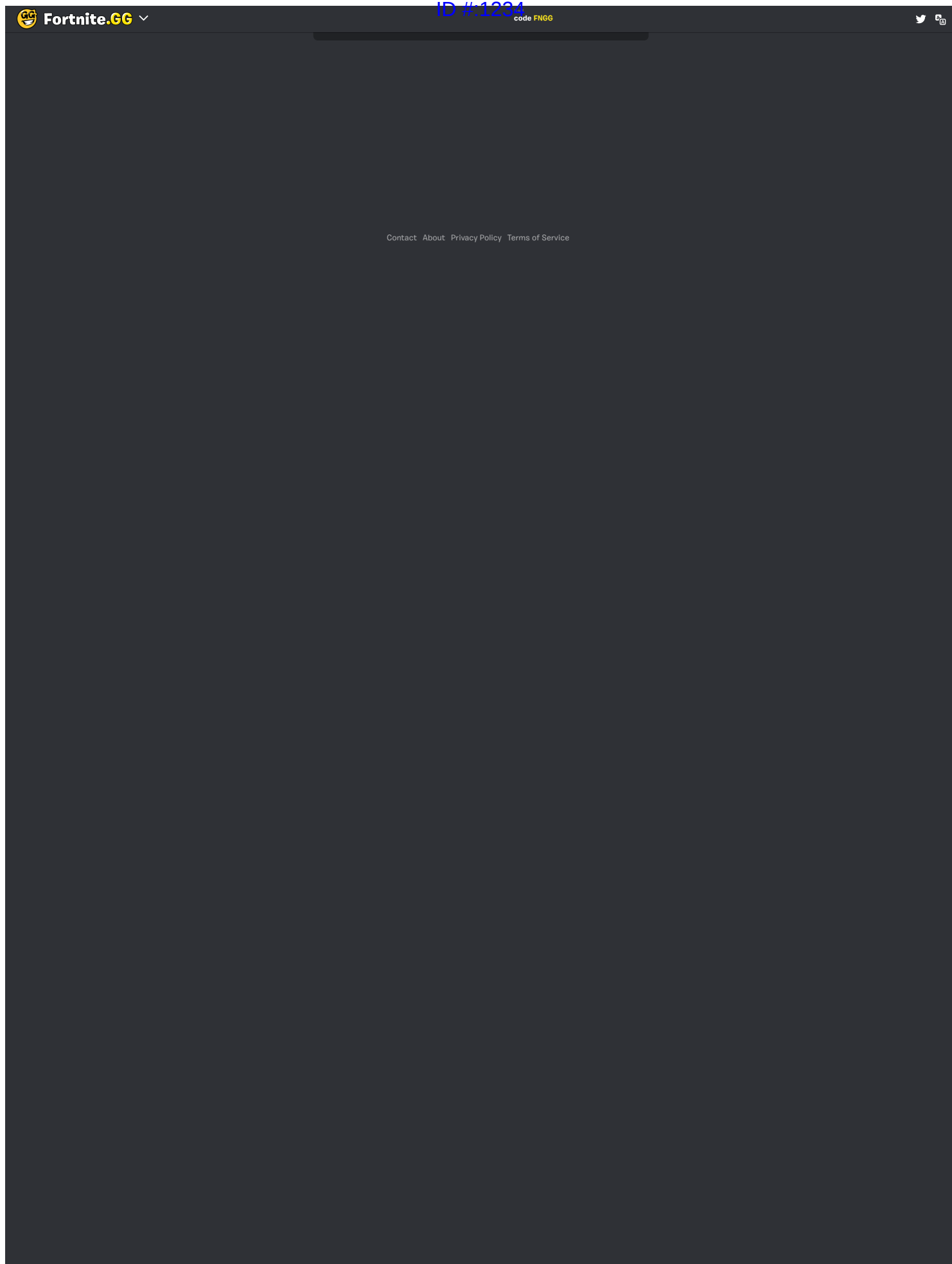


EXHIBIT G

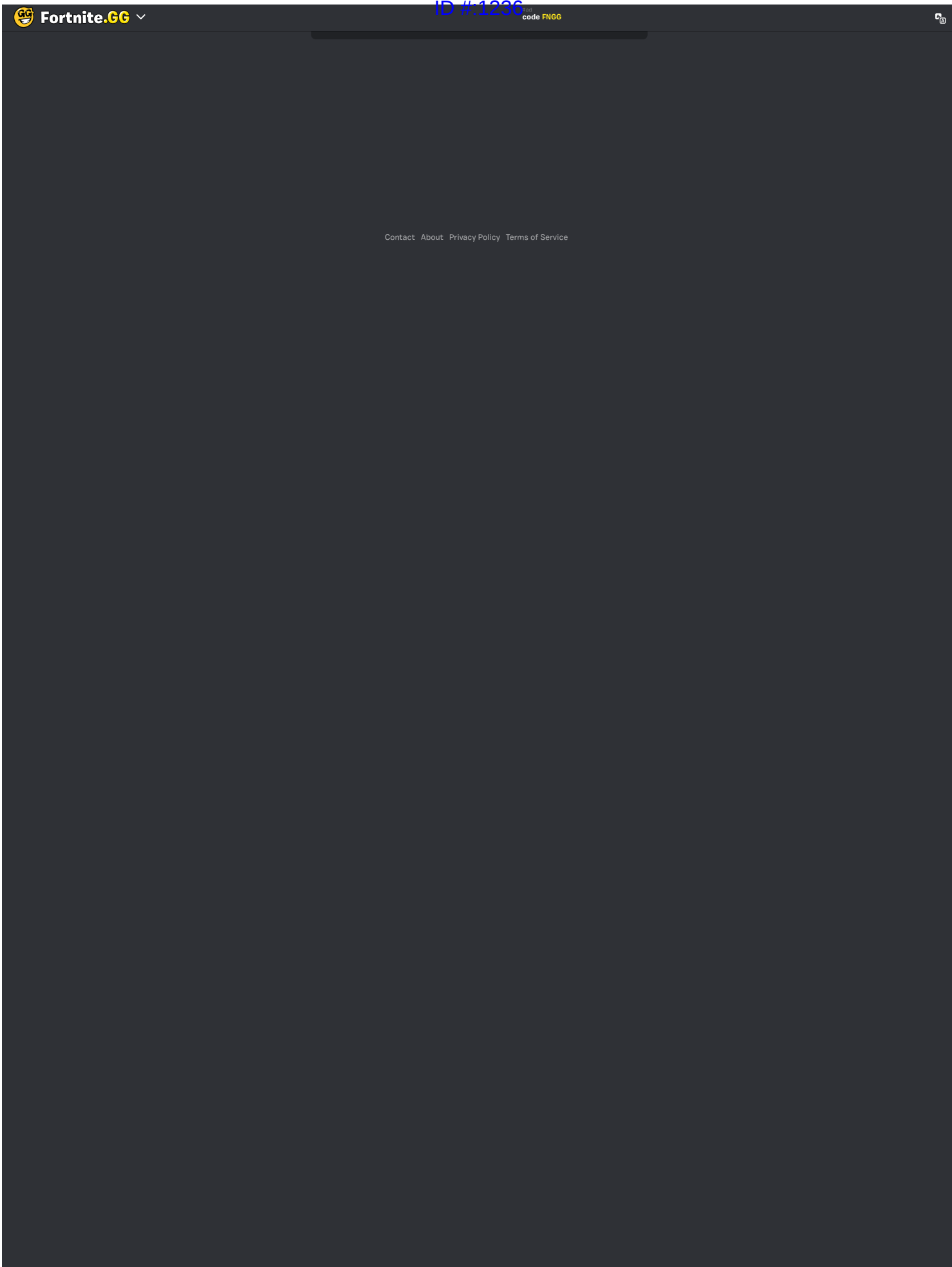
FORTNITE CREATORS			
		PLAYERS NOW	ALL-TIME PEAK
1	Epic	319,612	2,362,152
2	biobotpro	13,728	46,183
3	Geerzy	13,494	56,020
4	DaBoyDilly	13,054	56,115
5	PrettyBoyyAM	12,752	107,580
6	BHE	8,486	31,702
7	Pandvll	8,314	41,552
8	BoykaARO	7,553	21,830
9	Raider464	6,477	35,802
10	Hive Creative	6,331	35,510
11	sebara_fn	5,565	11,895
12	DERPONCE	4,135	33,053
13	zyfa地	3,818	26,177
14	"Liquid%20Pulga"	3,607	7,849
15	L A B	3,212	37,976
16	postboxpat	3,162	12,383
17	Atomic-Team	3,137	12,318
18	Fhsupport	3,059	25,251
19	PandvilNetwork	3,046	15,869
20	First_awa	2,967	8,091
21	Droia	2,792	19,923
22	Finest	2,691	25,360
23	Wow Kordell	2,394	25,405
24	Sven1205	2,168	33,053
25	BDD_-	2,113	26,222
26	Its.Blake	2,066	6,299
27	teambullseye	1,848	21,304
28	MrMonkeyFN	1,829	41,489
29	voldexfn	1,827	18,633
30	artnoo	1,580	5,689
31	Hiago	1,538	40,752

Fortnite.GG			
code FNGG			
33	bedwars	1,360	16,411
34	maafina	1,358	4,854
35	PWR Create	1,269	8,804
36	discord.gg rajan	1,214	7,254
37	Codigo Blandit0	1,160	10,409
38	ozycreates	1,127	43,982
39	gkk	1,120	8,073
40	Kinoah2	1,090	4,213
41	Neverty7	1,046	44,896
42	LOOL_Bruh	988	13,853
43	dudee236	976	9,983
44	ProGames-1	964	16,563
45	Yamabuki_Iro	947	6,532
46	Digitag	922	10,654
47	wishbone_45	914	12,849
48	D a b b u r	875	6,100
49	Code TRAKI	871	4,171
50	M_T2	844	3,612
MORE			
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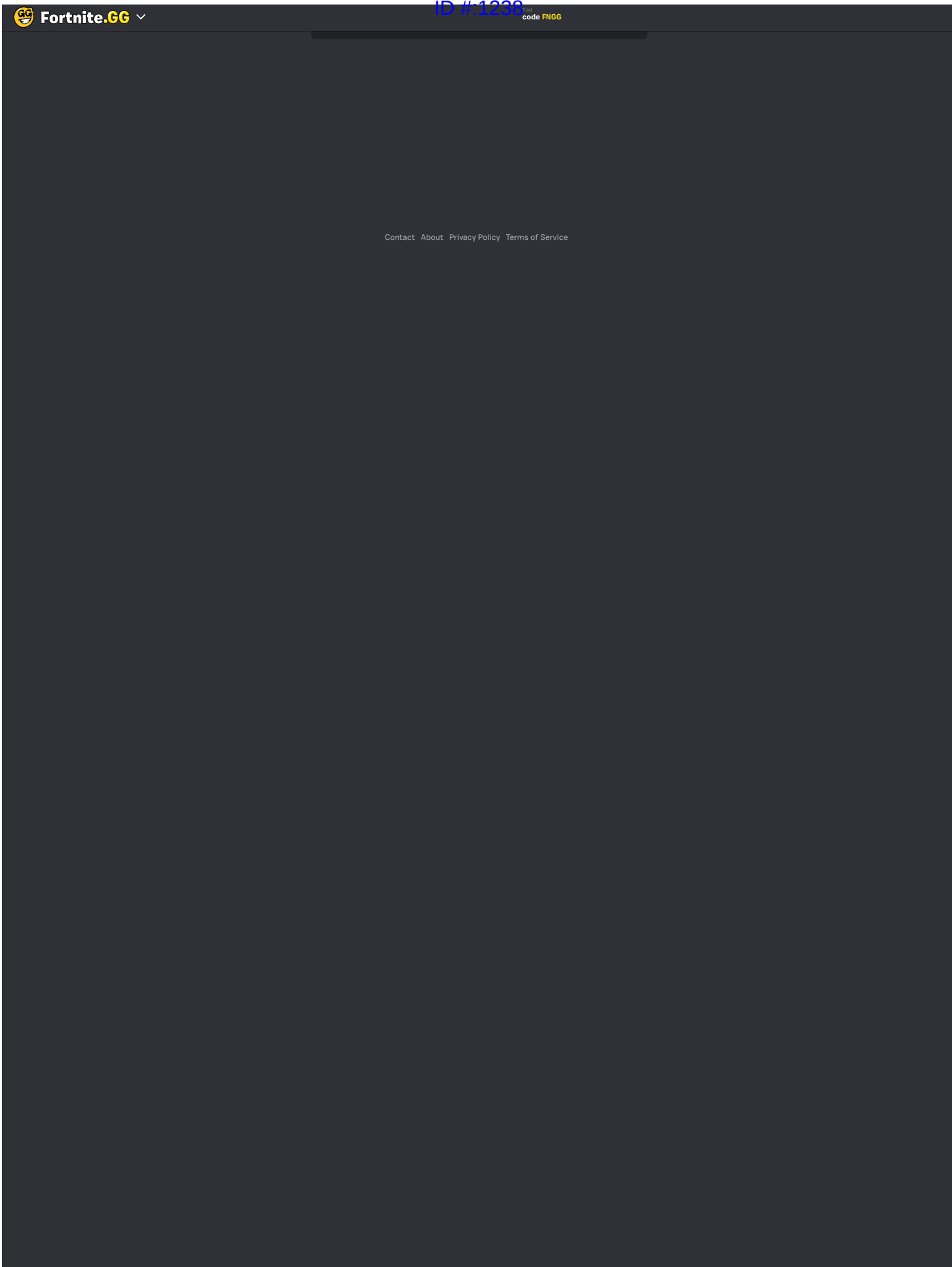
Fortnite.GG		
code FNGG		
FORTNITE CREATORS		
SEARCH		
PLAYERS NOW		
1	Epic	728,558
2	ARMY	58,427
3	PrettyBoyyAM	32,622
4	Geerzy	20,946
5	Pandvii	20,936
6	DaBoyDilly	19,143
7	Team Hive	19,002
8	teambullseye	17,307
9	BHE	15,063
10	biobotpro	12,129
11	PandviiNetwork	12,092
12	BoykaARO	10,107
13	SuperJoy Studios	9,924
14	DERPONCE	9,660
15	postboxpat	9,574
16	Dismole_	8,598
17	Raider4G4	6,890
18	Bifrost Studios	5,850
19	ghost notluc	5,610
20	noahsnoah	4,736
21	Finest	4,610
22	EscapeUE	4,374
23	Hiago	4,304
24	I-Appel-I	4,239
25	FankiMonkey	4,196
26	LAB	4,112
27	"First_awa"	3,966
28	sebara_fn	3,707
29	Fhsupport	3,488
30	Droia	3,355





Fortnite.GG		
Fortnite Creators		
FORTNITE CREATORS		
SEARCH		
PLAYERS NOW		
1	epic	551,465
2	bullseye	37,626
3	army	31,619
4	prettyboy	30,976
5	pandvil	24,492
6	geerzy	17,850
7	theboydilly	16,930
8	bio	15,410
9	bhe	14,335
10	hive	14,282
11	rub	9,850
12	miilo	9,701
13	boykaaro	9,005
14	sebara_fn	8,373
15	derponce	7,689
16	pandvilnetwork	6,523
17	raider464	6,256
18	superjoy	6,121
19	stug	5,358
20	jotape	4,307
21	herocreate	4,280
22	finest	4,085
23	awa	4,005
24	atlascreative	3,987
25	typicalgamer	3,587
26	bedwars	3,458
27	lawlessguy	3,181
28	fhsupport	3,090
29	surprise	2,957
30	post	2,897




Fortnite.GG		
Fortnite Creators		
code FNCG		
FORTNITE CREATORS		
SEARCH		
PLAYERS NOW		
1	epic	988,243
2	prettyboy	50,846
3	bullseye	45,785
4	pandvil	40,916
5	geerzy	30,873
6	theboydilly	21,549
7	hive	20,926
8	army	19,415
9	bio	19,257
10	rvb	17,687
11	bhe	17,480
12	derponce	12,675
13	boykaaro	10,925
14	gke	9,769
15	sundaycw	9,162
16	raider464	9,020
17	queenmah	8,289
18	noahsnoah	8,231
19	pandvilnetwork	8,229
20	ziproz	7,616
21	rb26	7,044
22	teamgzy	6,494
23	lool	6,476
24	sebara_fn	6,155
25	jotape	6,135
26	finest	5,928
27	chaosforge	5,822
28	evgyt	5,546
29	superjoy	5,031
30	valou77	4,956



Fortnite.GG



code **FNCG**



FORTNITE CREATORS

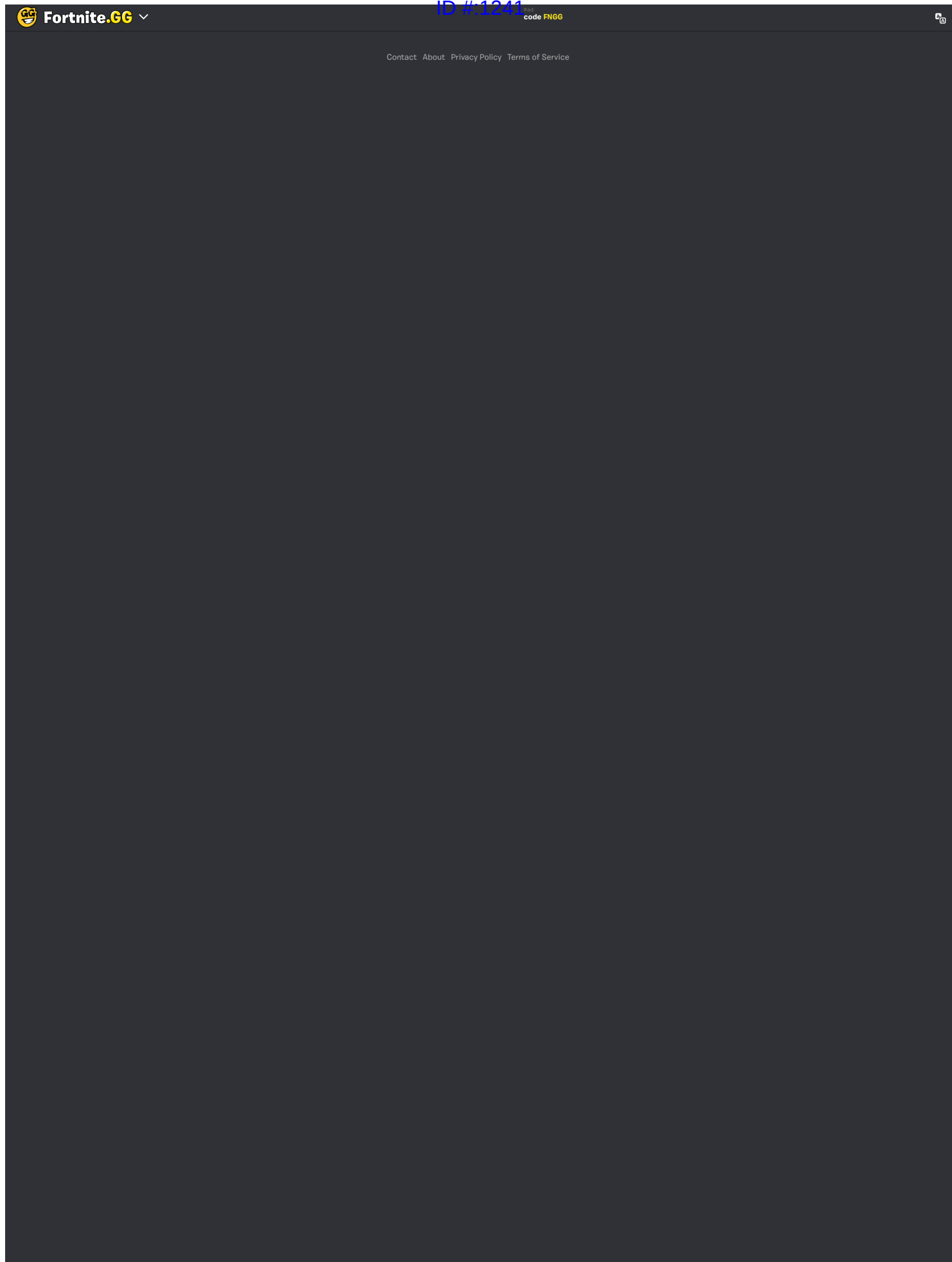
SEARCH

		PLAYERS NOW
1	epic	681,250
2	pandvil	31,268
3	prettyboy	31,056
4	bullseye	30,917
5	theboydilly	29,292
6	hive	21,489
7	geerzy	20,056
8	bio	16,502
9	rvb	15,670
10	lioneye	13,576
11	bhe	12,121
12	thegirlsstudio	11,970
13	ajaxfnc-yt	9,916
14	pets	8,764
15	raider464	8,688
16	boykaaro	8,408
17	sebara_fn	7,353
18	iconicstudio	7,194
19	shockmaps	6,709
20	pandvilnetwork	6,543
21	army	6,209
22	ideugu	5,539
23	morebeans	5,535
24	finest	5,165
25	teamprettyboy	4,747
26	queenmah	4,009
27	2xvoid	3,951
28	derponce	3,808
29	goodgamers	3,698
30	horamubi	3,575

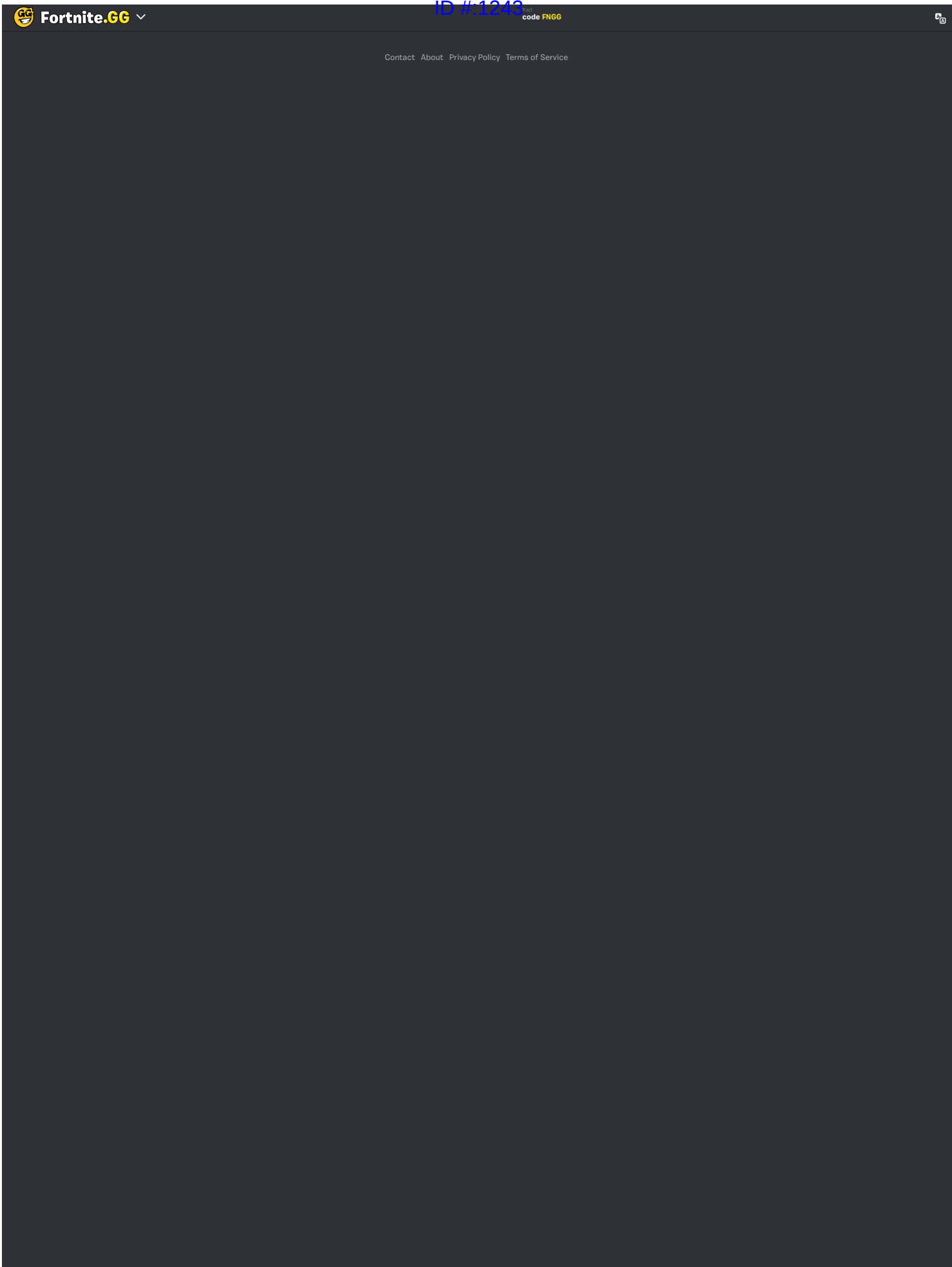
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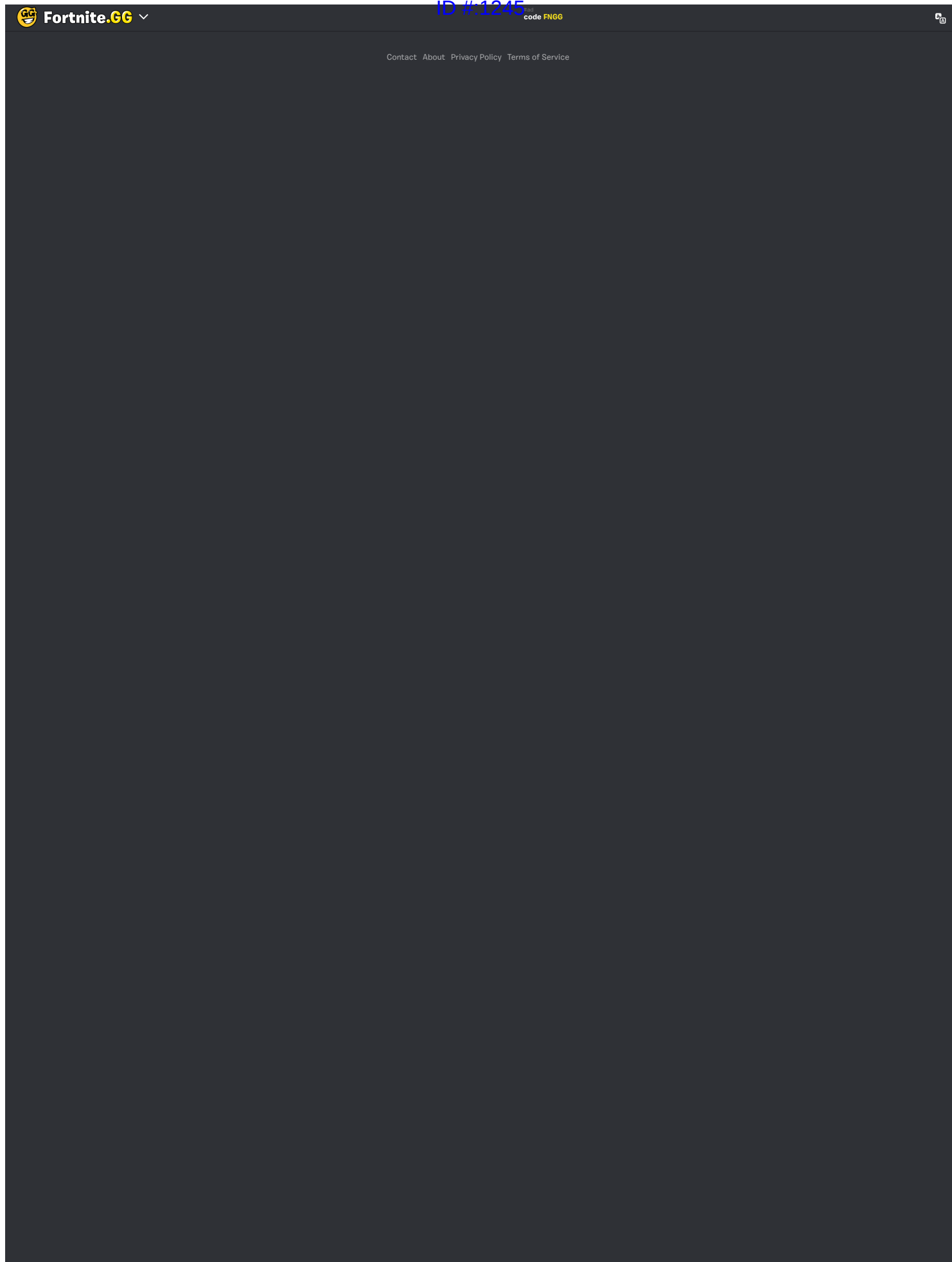
FORTNITE CREATORS		
SEARCH		
		PLAYERS NOW
1	epic	582,555
2	pandvil	23,842
3	rvb	20,112
4	prettyboy	18,672
5	ideugu	16,724
6	bullseye	16,108
7	theboydilly	15,080
8	geerzy	13,443
9	bio	11,840
10	goodgamers	9,056
11	sebara_fn	9,024
12	hive	6,906
13	raider464	6,669
14	fnalu	6,582
15	spankysully	5,182
16	bhe	5,046
17	thepixelrealm	5,002
18	frstudios	4,724
19	finest	4,448
20	pandvilnetwork	4,352
21	firaas1234	3,952
22	boykaaro	3,624
23	koco	3,587
24	superjoy	3,512
25	keenan	3,505
26	mariah	2,984
27	lioneye	2,917
28	jotape	2,892
29	wishbone_45	2,702
30	fra4	2,517
PAGE 1		



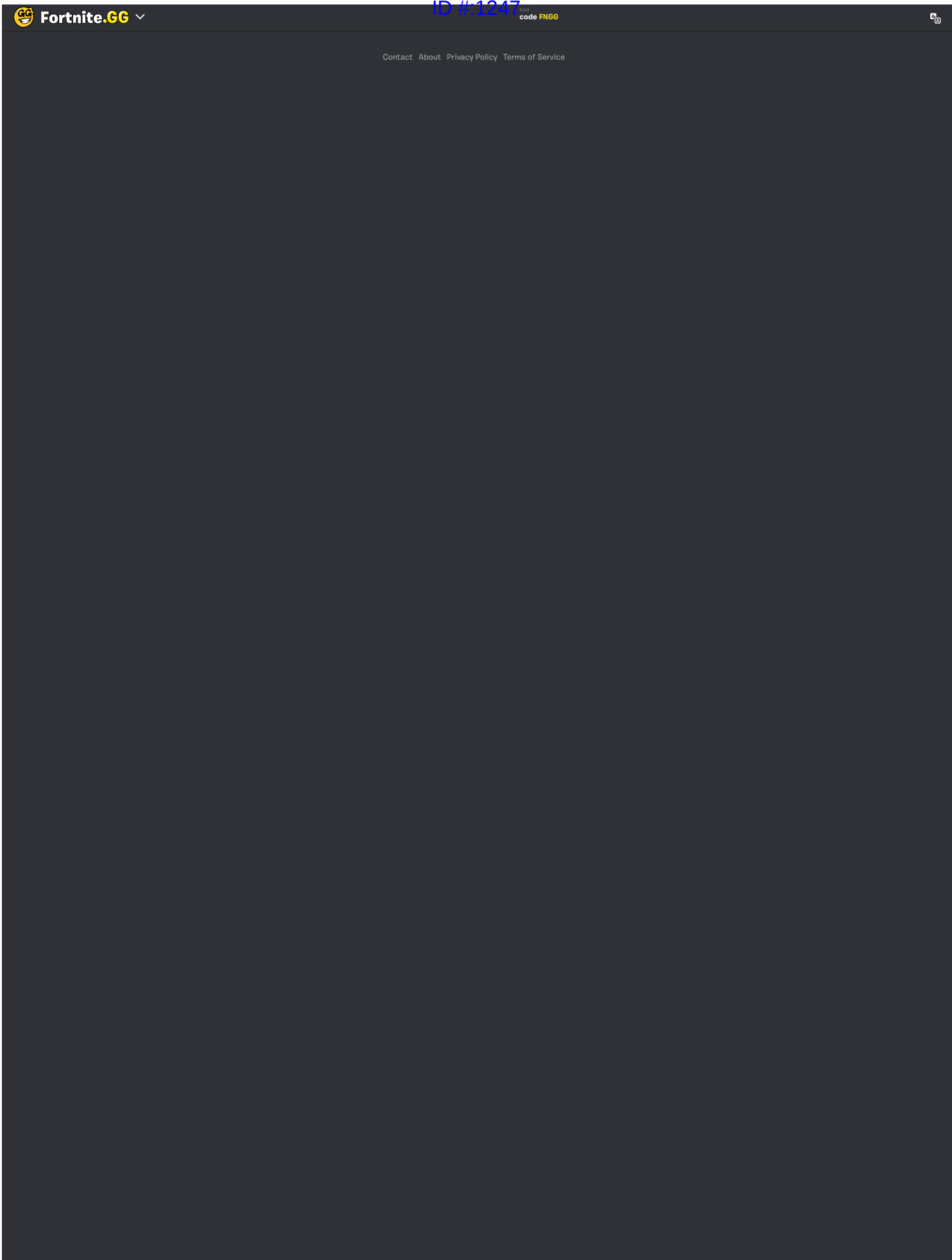
FORTNITE CREATORS		
SEARCH		
		PLAYERS NOW
1	epic	2,210,809
2	prettyboy	102,492
3	pandvil	70,740
4	theboydilly	51,125
5	hive	48,313
6	bullseye	46,029
7	rvb	27,239
8	geerzy	23,607
9	bhe	21,586
10	sundaycw	21,280
11	frr392	16,781
12	futuretrash	16,330
13	vizeloo	14,433
14	morebeans	13,737
15	raider464	13,007
16	bed	12,613
17	jotape	11,622
18	bio	11,372
19	kevtzter	10,514
20	goodgamers	10,189
21	lawlessguy	9,698
22	el3ktro	9,570
23	pandvilnetwork	9,465
24	sebara_fn	8,788
25	finest	8,767
26	dag	8,250
27	crxm	7,945
28	boykaaro	7,913
29	jkr_julian	7,494
30	superjoy	7,280
PAGE 1		



FORTNITE CREATORS		
SEARCH		
		PLAYERS NOW
1	epic	1,962,587
2	pandvil	88,239
3	theboydilly	65,867
4	bullseye	57,819
5	prettyboy	53,811
6	geerzy	42,220
7	rvb	40,948
8	morebeans	30,465
9	dag	29,087
10	hive	26,042
11	mightymoo	22,124
12	omegacreations	17,529
13	bhe	17,517
14	bio	13,882
15	sebara_fn	12,908
16	synex	12,847
17	goodgamers	12,071
18	pandvilnetwork	11,556
19	raider464	11,221
20	makers	11,063
21	crowncreative	9,830
22	minho	9,582
23	finest	8,822
24	jivantv	8,674
25	kevezter	8,465
26	escuadronroyale	8,138
27	futuretrash	7,781
28	fishface	7,573
29	teamgzy	7,319
30	icyboi	6,827
PAGE 1		



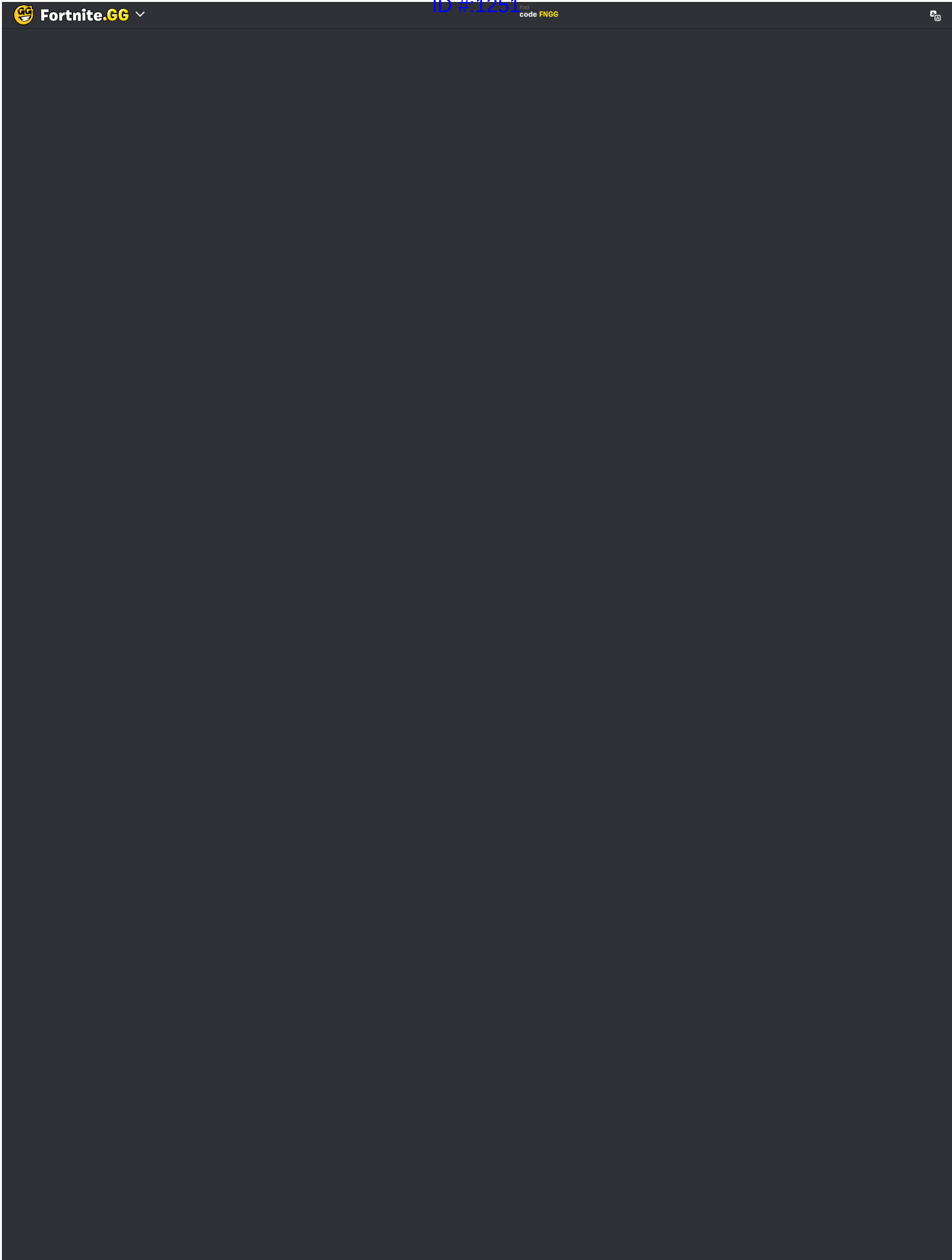
FORTNITE CREATORS		
SEARCH		
		PLAYERS NOW
1	epic	496,707
2	theboydilly	17,229
3	rvb	15,999
4	pandvil	14,481
5	bullseye	12,010
6	geerzy	10,726
7	typicalgamer	7,989
8	bio	7,199
9	hive	6,825
10	morebeans	6,763
11	dag	6,341
12	primehydration	6,244
13	sebara_fn	5,760
14	prettyboy	5,721
15	raider464	5,596
16	bhe	4,969
17	goodgamers	3,196
18	zerobuild	3,068
19	wzl	2,971
20	jivantv	2,704
21	pandvilnetwork	2,607
22	irobuki	2,584
23	bifrost	2,491
24	tomato	1,937
25	babajmaps	1,885
26	martoz	1,884
27	spankysully	1,668
28	army	1,662
29	finest	1,617
30	teamgzy	1,592
PAGE 1		



Fortnite.GG		
Fortnite Creators		
code FNCG		
FORTNITE CREATORS		
SEARCH		
		PLAYERS NOW
1	epic	1,524,352
2	theboydilly	85,062
3	bullseye	70,396
4	rvb	53,166
5	geerzy	44,660
6	prettyboy	31,334
7	pandvil	29,436
8	bhe	20,789
9	dag	15,523
10	smippyvlad	15,041
11	typicalgamer	13,972
12	hive	12,284
13	morebeans	11,774
14	itemi	11,081
15	jivantv	9,998
16	minho	9,952
17	goodgamers	9,521
18	spystudio	8,052
19	niradolfn	7,592
20	raider464	7,288
21	pandvilnetwork	7,081
22	echo	6,138
23	hst-storm	5,665
24	futuretrash	5,309
25	bio	5,141
26	martoz	4,954
27	falcon9	4,799
28	chiq	4,731
29	sebara_fn	4,308
30	teamgzy	4,064
PAGE 1		



FORTNITE CREATORS			
SEARCH			
		PLAYERS NOW	MINUTES PLAYED
1	epic	1,377,183	540.8B
2	rvb	61,629	14.6B
3	bullseye	56,544	14.1B
4	theboydilly	56,267	16.6B
5	geerzy	42,482	13.4B
6	typicalgamer	30,741	3.4B
7	bhe	23,480	8B
8	prettyboy	22,594	16.6B
9	pandvil	22,434	16.4B
10	hive	13,708	9B
11	goodgamers	10,062	2.1B
12	dag	9,831	3.2B
13	thegirlsstudio	8,516	415.1M
14	morebeans	7,570	3.7B
15	bio	7,113	8.6B
16	sebara_fn	6,979	3.6B
17	raider464	6,598	5.6B
18	thelegogroup	5,179	206.9M
19	army	4,898	6B
20	jivantv	4,898	1.5B
21	pandvilnetwork	4,570	3.3B
22	itsjacky	4,193	11.5M
23	dodoeu	4,101	305.6M
24	martoz	3,940	1.3B
25	zerobuild	3,854	858.5M
26	h68	3,640	25.8M
27	teamgzy	3,488	1.7B
28	superjoy	3,465	1.5B
29	bifrost	3,383	1.8B
30	mrmonkeyfn	2,983	2B
PAGE 1			



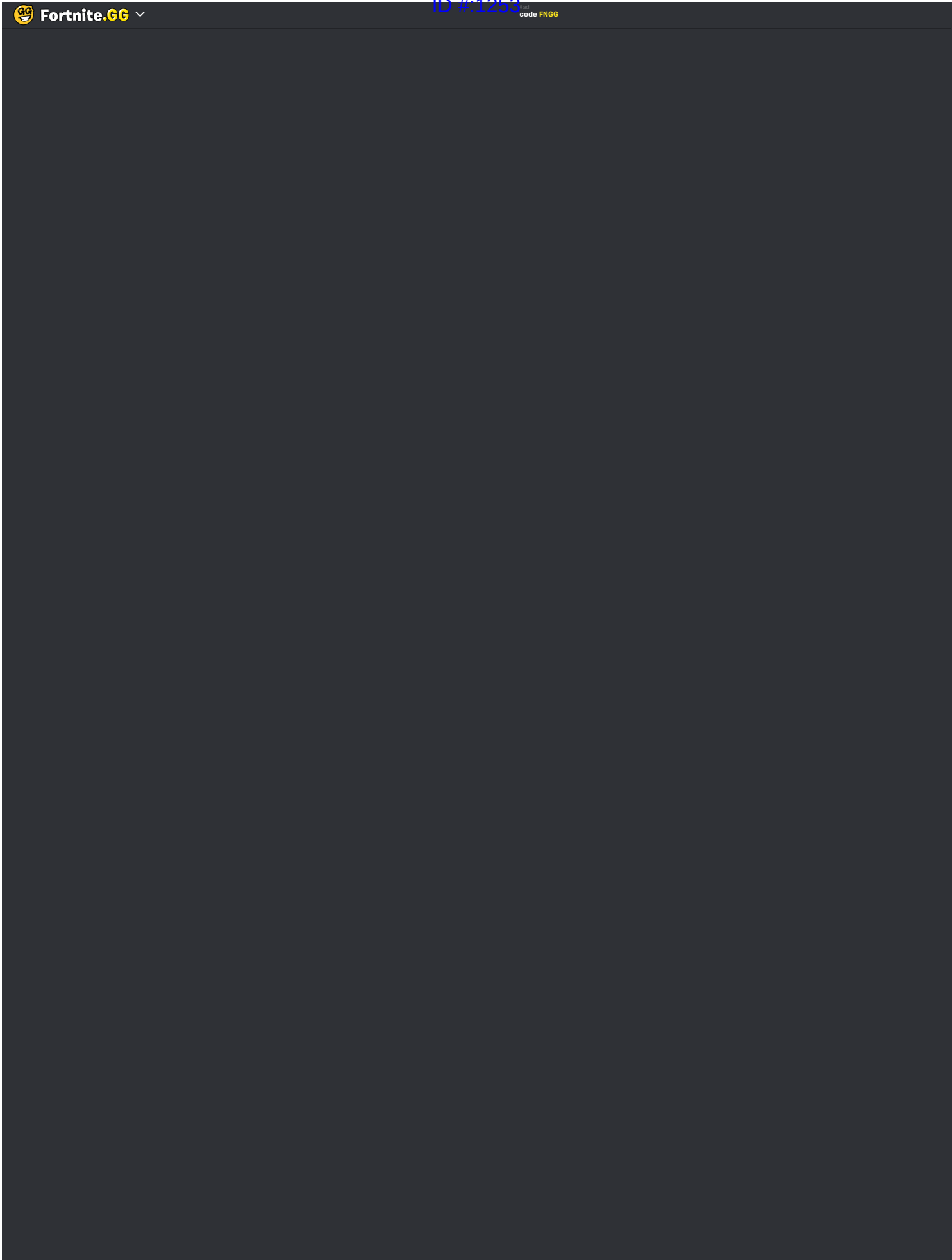


FORTNITE CREATORS

SEARCH

		PLAYERS NOW	MINUTES PLAYED
1	epic	878,695	587.3B
2	theboydilly	35,584	18.7B
3	bullseye	35,378	15.9B
4	rvb	29,371	16.5B
5	geerzy	26,401	15.1B
6	typicalgamer	19,817	4.4B
7	prettyboy	12,924	18B
8	pandvil	12,738	17.2B
9	goodgamers	8,515	2.5B
10	mrmonkeyfn	8,341	2.2B
11	dag	7,819	3.6B
12	bhe	7,594	8.6B
13	hive	6,705	9.4B
14	pwr	6,458	920.4M
15	fnbreakout	5,480	595.7M
16	raider464	5,382	5.9B
17	morebeans	4,753	4B
18	itsjacky	4,498	310.2M
19	bifrost	3,715	2B
20	awa	3,649	1.7B
21	hipergames	3,621	64.6M
22	gascreations	3,354	190M
23	thegirlsstudio	3,209	637.4M
24	atlascreative	3,070	751.2M
25	a-blind-date	3,006	409.5M
26	jivantv	2,971	1.6B
27	cmsg	2,683	184.8M
28	bio	2,665	8.9B
29	fra373	2,645	132.6M
30	martoz	2,642	1.5B

PAGE 1



code FNGG

FORTNITE CREATORS

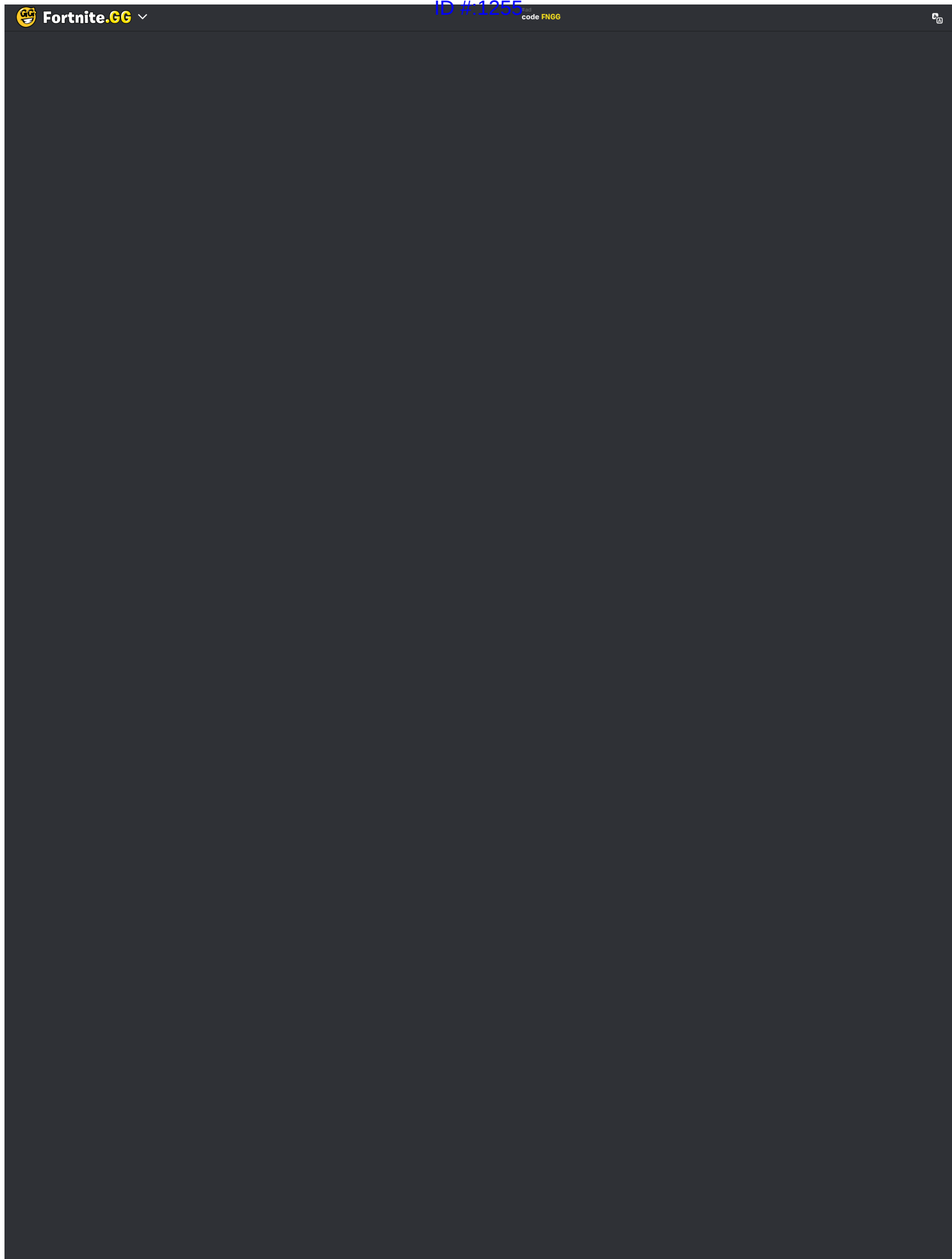
All Creators

Following

SEARCH

		MAPS	PLAYERS NOW	MINUTES PLAYED
1	epic	730	940,062	621.4B
2	theboydilly	7	33,895	20.1B
3	bullseye	14	27,854	16.9B
4	rvb	3	25,291	17.5B
5	geerzy	3	22,789	16.1B
6	typicalgamer	9	19,304	5B
7	prettyboy	43	14,005	18.5B
8	pandvil	15	11,008	18.5B
9	bhe	3	9,995	8.9B
10	minigame	3	7,548	3.7B
11	don-frederik-bos	6	7,480	248.5M
12	hive	12	6,927	9.7B
13	goodgamers	8	6,771	2.7B
14	mrmonkeyfn	8	6,421	2.4B
15	itsjacky	1	5,543	431.1M
16	raider464	20	5,383	6.1B
17	hav	1	4,989	46M
18	a-blind-date	4	4,154	571.3M
19	pwr	15	4,148	1.1B
20	omegacreations	8	3,994	757.4M
21	smippyvlad	2	3,835	200.4M
22	bifrostverypicy	1	3,825	79M
23	finest	12	3,814	3.1B
24	biogames	9	3,571	9.1B
25	morebeans	6	3,453	4.1B
26	sneznyj	3	3,186	70.4M
27	milo	5	3,063	661.7M
28	spahks	2	2,694	27.7M
29	dragwa	6	2,548	809.3M
30	awa	4	2,498	1.9B

PAGE 1



Fortnite.GG

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code FNGG

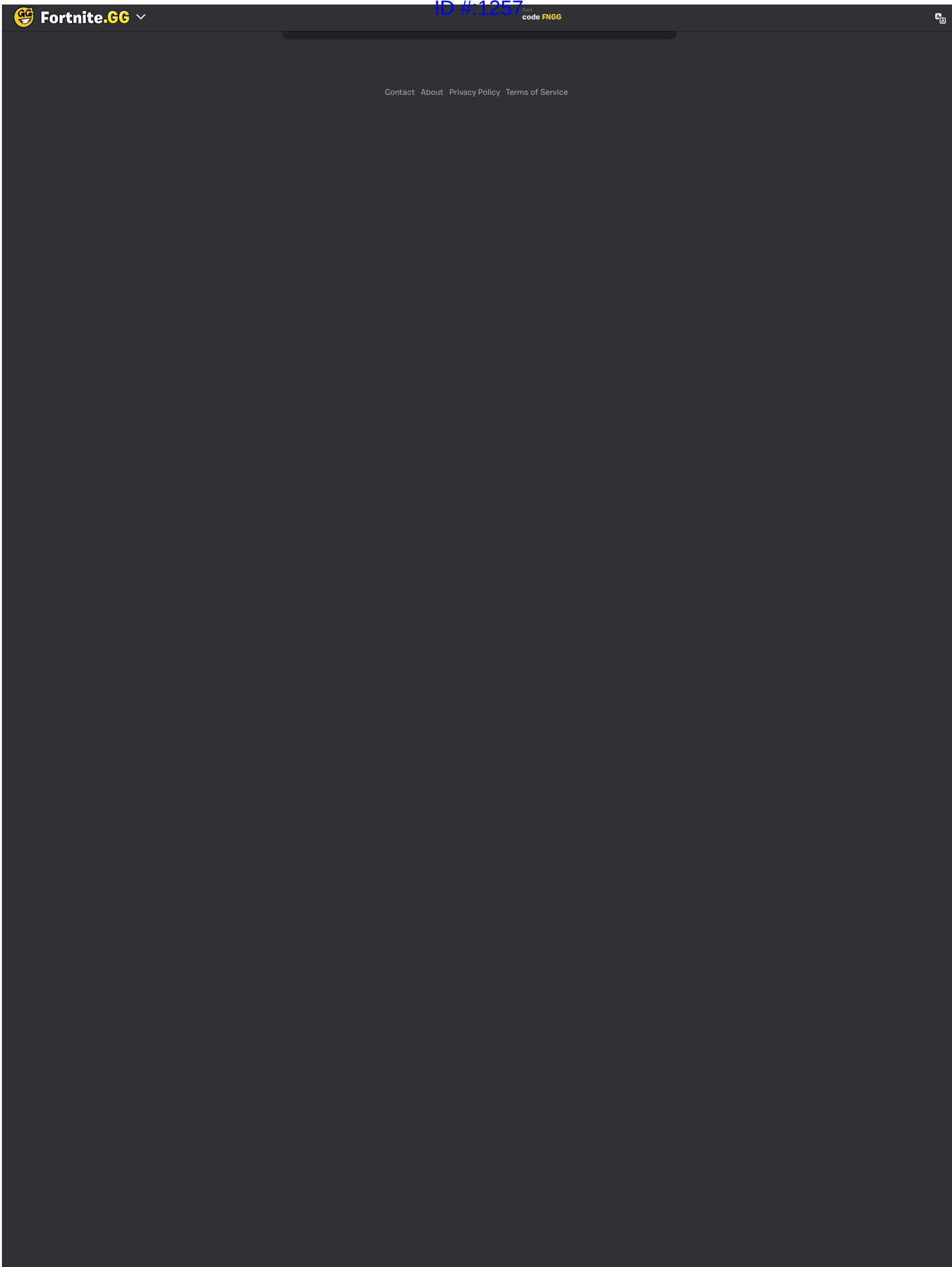
FORTNITE CREATORS

All Creators

Following

SEARCH

		MAPS	PLAYERS NOW	MINUTES PLAYED
1	epic	895	711,353	655.3B
2	theboydilly	5	27,668	21.4B
3	bullseye	14	20,536	17.8B
4	prettyboy	18	12,099	18.9B
5	rvb	3	11,378	18.4B
6	geerzy	3	10,122	16.9B
7	pandvil	10	9,605	18B
8	goodgamers	6	8,056	3B
9	typicalgamer	6	7,688	5.6B
10	bhe	3	6,136	9.2B
11	hive	8	5,936	10B
12	itsjacky	1	5,766	614.5M
13	minigame	3	5,040	3.9B
14	omegacreations	7	4,920	826.5M
15	fnbreakout	2	4,236	750.3M
16	army	3	4,139	6.4B
17	raider464	20	3,909	6.4B
18	mrmonkeyfn	8	3,778	2.6B
19	finest	10	3,362	3.1B
20	artik03	5	3,134	7.8M
21	richimpulse	27	2,825	45.6M
22	jkr_julian	24	2,808	482.9M
23	sebara_fn	5	2,145	4.1B
24	havocgames	3	2,127	126.7M
25	jsfilmz	25	2,108	23.5M
26	jrpk	9	2,018	271.1M
27	itsblind	5	2,001	32.6M
28	ryger77	5	1,965	55.1M
29	pandvilnetwork	3	1,830	3.6B
30	bio	9	1,823	9.5B



July 2024

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FORTNITE CREATORS

All CreatorsFollowing

SEARCH

		MAPS	PLAYERS NOW	MINUTES PLAYED
1	epic	969	937,908	689.5B
2	theboydilly	6	43,586	22.7B
3	bullseye	11	30,740	18.8B
4	rvb	3	23,415	19.2B
5	geerzy	3	22,603	17.7B
6	typicalgamer	6	19,989	6.1B
7	visioncreatesfn	6	19,215	113.1M
8	prettyboy	18	16,702	19.5B
9	pandvil	11	13,610	18.4B
10	bhe	3	11,862	9.7B
11	goodgamers	4	11,409	3.2B
12	hive	8	9,786	10.3B
13	raider464	19	7,851	6.7B
14	minigame	3	7,421	4.1B
15	thegirlsstudio	9	7,091	921.6M
16	rsaf	2	7,088	1.3B
17	army	3	6,969	6.8B
18	finest	9	6,771	3.1B
19	gnagames	1	6,546	131.9M
20	mrmonkeyfn	8	6,340	2.8B
21	jkr_julian	24	6,223	505.9M
22	bifrost	11	5,591	2.3B
23	bio	9	5,316	9.7B
24	hav	1	4,897	249.9M
25	bdd	4	4,545	854.5M
26	bigplaygames	2	4,530	36.9M
27	billymaps	2	4,356	114.4M
28	itsjacky	1	4,295	784.7M
29	nickeh30	7	4,103	482.8M
30	rygerr	3	3,996	142.7M
PAGE 1				

August 2024

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FORTNITE CREATORS				
All CreatorsFollowing				
SEARCH				
		MAPS	PLAYERS NOW	MINUTES PLAYED
1	epic	1,001	1,361,461	730.9B
2	bullseye	12	37,796	19.8B
3	theboydilly	6	37,600	24.2B
4	geerzy	3	27,040	18.5B
5	prettyboy	19	24,385	20.2B
6	rvb	3	22,781	20.1B
7	typicalgamer	7	22,061	6.7B
8	hive	8	17,657	10.7B
9	pandvil	12	16,875	21B
10	bhe	3	12,264	10.1B
11	goodgamers	5	11,805	3.7B
12	raider464	18	10,339	7B
13	finest	10	9,498	3.4B
14	rsaf	4	7,515	1.6B
15	mrmonkeyfn	8	7,272	3B
16	prowess	3	6,890	146.7M
17	teracreators	2	6,639	182.4M
18	epicplay-studio	13	6,395	79.7M
19	minigame	3	6,318	4.3B
20	post	11	6,248	1.9B
21	army	4	5,496	7.1B
22	bio	7	5,462	9.9B
23	brendannnd	24	5,162	202.6M
24	bifrost	9	5,018	2.4B
25	sebara_fn	5	4,553	4.5B
26	ferins	5	4,452	1B
27	herocreate	9	3,957	800.5M
28	sun.pirate	5	3,944	102M
29	shockmaps	16	3,784	783.9M
30	pwr	18	3,671	1.4B
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ID #:1261

code FN0G



September 2024

https://web.archive.org/web/20240917124603/https://fortnite.gg/creators

FORTNITE CREATORS

All CreatorsFollowing

SEARCH

		MAPS	PLAYERS NOW	MINUTES PLAYED
1	epic	1,085	547,748	765.5B
2	theboydilly	6	9,475	25.3B
3	geerzy	3	7,701	19.3B
4	raider464	18	7,416	7.4B
5	rvb	3	6,795	20.7B
6	bullseye	11	6,277	20.7B
7	pandvil	12	5,984	21.5B
8	sebara_fn	5	5,040	4.6B
9	hive	8	4,859	11.2B
10	teracreators	2	4,238	495.1M
11	bio	5	4,184	10.1B
12	finest	10	4,054	3.7B
13	prettyboy	19	3,573	20.7B
14	heavyblue	1	3,470	926.8M
15	rsaf	4	3,097	1.8B
16	bhe	3	3,044	10.4B
17	typicalgamer	7	2,374	7.1B
18	army	4	1,808	7.2B
19	zerobuild	5	1,683	1.4B
20	martoz	7	1,680	2B
21	mrmonkeyfn	8	1,658	3.2B
22	irobuki	18	1,627	814.9M
23	goodgamers	5	1,524	3.9B
24	awa	4	1,205	2.3B
25	shockmaps	16	1,178	940.6M
26	spexz1	9	1,044	166.5M
27	skri	4	1,018	203.2M
28	kenbeans	4	980	4.3B
29	minigame	3	941	4.5B
30	pwr	19	920	1.5B

PAGE 1

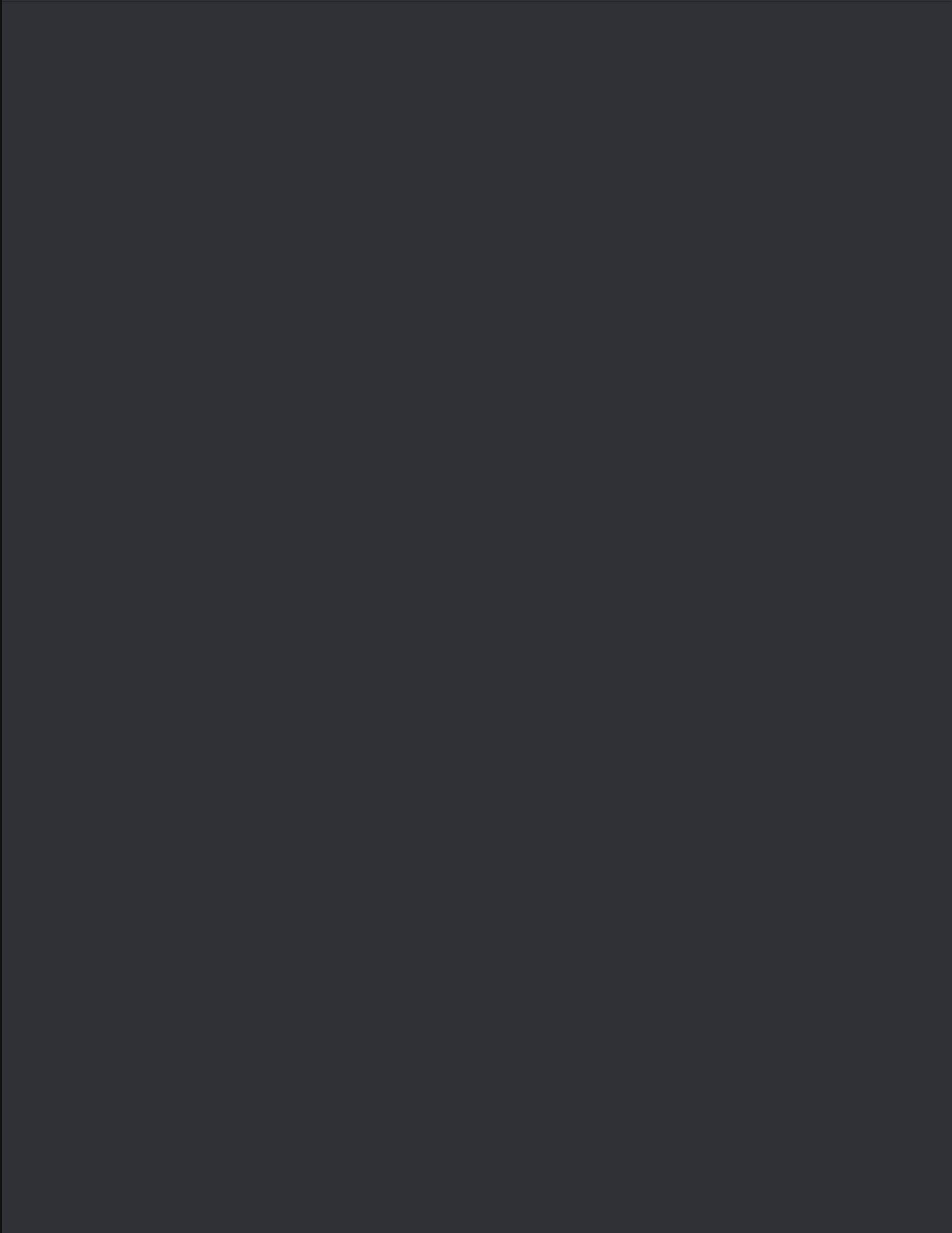


EXHIBIT H

"Date"	Active Players	Retained Players	Recurring Players	New Players	Returning Players
6/15/2023	5211	4955	3588	24	80
6/16/2023	5526	5206	3621	23	82
6/17/2023	6495	6070	4021	33	101
6/18/2023	8566	7740	5016	39	154
6/19/2023	18404	16896	11675	115	455
6/20/2023	10834	10007	7102	59	212
6/21/2023	9223	8815	6564	28	130
6/22/2023	11539	11005	8148	29	136
6/23/2023	15417	14474	10339	95	306
6/24/2023	16501	15574	10901	71	341
6/25/2023	282507	260576	179703	1790	7037
6/26/2023	429753	398805	282984	2382	9649
6/27/2023	389741	365106	257406	2097	8285
6/28/2023	400338	373854	257821	2276	8954
6/29/2023	382305	355470	243389	2104	8669
6/30/2023	425556	394540	270936	2229	9107
7/1/2023	547905	508977	347156	2978	12481
7/2/2023	506317	466328	321365	2872	11573
7/3/2023	471760	440922	313908	2689	10220
7/4/2023	443645	414120	291131	2434	9648
7/5/2023	445508	414716	289471	2515	9354
7/6/2023	423484	393405	271333	2498	8864
7/7/2023	414823	382068	262546	2433	9153
7/8/2023	419667	386311	260642	2633	10640
7/9/2023	414878	379014	257815	2676	10384
7/10/2023	389564	362524	254361	2352	9163
7/11/2023	370173	345301	240212	2143	8399
7/12/2023	312380	291148	201112	1597	6211
7/13/2023	296349	274747	188448	1510	6081
7/14/2023	254800	235390	162283	1131	4755
7/15/2023	409259	381957	265615	1894	7756
7/16/2023	416598	380689	260783	2808	10908
7/17/2023	371303	344281	241594	2480	9397
7/18/2023	356699	333904	234582	1780	7041
7/19/2023	374948	349244	240536	1855	7454
7/20/2023	337974	313095	214016	1688	6464
7/21/2023	409000	375947	256903	2308	8590
7/22/2023	436622	400507	268466	2779	10822
7/23/2023	444439	404300	274006	2875	10978
7/24/2023	446230	412110	287496	2805	10763
7/25/2023	447064	409384	287178	2753	10278
7/26/2023	411429	385767	279510	2175	7630
7/27/2023	486485	455305	324668	2428	8975

7/28/2023	481462	446320	313258	2542	9217
7/29/2023	464243	429088	294304	2787	10362
7/30/2023	470261	430399	296878	3109	10961
7/31/2023	578715	539479	386676	2940	10760
8/1/2023	470189	436812	307943	2366	8584
8/2/2023	454523	423447	298184	2444	8519
8/3/2023	457122	425998	296869	2574	8777
8/4/2023	450863	416721	287065	2543	8883
8/5/2023	459406	423904	286029	2939	10633
8/6/2023	481725	439349	300908	3139	11281
8/7/2023	443947	408281	289354	2674	9617
8/8/2023	356311	334686	242859	1777	6687
8/9/2023	321311	301572	215319	1743	6496
8/10/2023	395467	369939	261212	2200	8176
8/11/2023	410954	380148	263333	2580	9824
8/12/2023	459339	424501	286833	3199	12079
8/13/2023	472688	432011	294812	3170	12793
8/14/2023	432943	401823	282679	2738	10989
8/15/2023	411531	383098	270446	2488	9665
8/16/2023	354302	332187	236755	1847	6866
8/17/2023	418972	392117	277930	2201	8656
8/18/2023	471350	438672	306392	2432	10398
8/19/2023	507010	470291	318437	3438	14450
8/20/2023	600711	551610	386736	4668	17739
8/21/2023	575293	540419	401425	3973	15635
8/22/2023	575508	543309	409410	3604	14214
8/23/2023	561559	528561	395841	3412	13826
8/24/2023	616286	573770	426153	3841	15412
8/25/2023	531962	506210	377070	2664	11246
8/26/2023	825471	784922	560286	4475	19448
8/27/2023	808585	751441	529028	4561	19482
8/28/2023	557117	527643	389736	2416	10608
8/29/2023	512554	484668	353919	2399	9853
8/30/2023	638520	601228	429624	3444	14264
8/31/2023	659128	619886	429278	3677	14522
9/1/2023	693956	650186	434412	3979	15799
9/2/2023	825968	768187	496714	5659	23125
9/3/2023	743093	680830	445213	5177	20136
9/4/2023	669640	611255	410678	4108	16579
9/5/2023	476919	444468	311610	2351	8985
9/6/2023	473124	443181	310574	2318	9052
9/7/2023	467457	437588	298921	2388	8964
9/8/2023	487072	455509	297185	2607	9724
9/9/2023	636570	586204	364022	4082	16039

9/10/2023	800828	725773	480905	3974	15456
9/11/2023	609501	569108	421750	2186	8019
9/12/2023	367048	346437	258070	1908	6136
9/13/2023	447832	423293	311664	2473	7934
9/14/2023	469956	443334	317701	2566	8116
9/15/2023	547141	515702	349510	3100	10543
9/16/2023	762488	708161	453658	5209	19814
9/17/2023	800246	726866	479106	4696	17204
9/18/2023	509023	478125	349049	2204	7661
9/19/2023	431108	407609	299754	1884	6031
9/20/2023	463462	436918	314392	2131	6886
9/21/2023	456208	429265	302614	2067	7052
9/22/2023	542397	509687	338144	2639	9556
9/23/2023	755758	697309	433555	4885	18511
9/24/2023	742354	663870	420486	4692	17347
9/25/2023	468734	430552	302888	2504	8701
9/26/2023	307857	290488	213541	1403	4482
9/27/2023	403118	380632	274558	1933	6386
9/28/2023	418371	393677	275638	2080	7211
9/29/2023	525610	492911	326430	3002	10483
9/30/2023	730862	675340	423780	4958	19532
10/1/2023	760208	684709	440177	4971	19674
10/2/2023	480896	450272	323030	2606	9238
10/3/2023	463433	436167	313181	2366	8467
10/4/2023	477585	448918	318492	2331	8205
10/5/2023	444228	416714	288849	2219	7883
10/6/2023	432595	405277	269081	1952	7981
10/7/2023	544851	505487	323878	3051	13097
10/8/2023	519560	470700	311269	2891	12474
10/9/2023	338161	310218	219664	1607	6280
10/10/2023	374359	358430	275508	1366	4794
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10/12/2023	1071353	1011510	695909	6046	21256
10/13/2023	1282886	1203144	775360	7497	28181
10/14/2023	1610882	1485299	903702	12968	48757
10/15/2023	1491013	1335965	831380	11589	43807
10/16/2023	792864	729321	501715	5909	19844
10/17/2023	743140	694792	494622	5329	16985
10/18/2023	905285	849088	601489	6072	20954
10/19/2023	920742	859484	586829	6964	23254
10/20/2023	1152932	1074073	700261	8477	32037
10/21/2023	1572774	1443460	897866	13600	54828
10/22/2023	1551299	1391050	886671	13509	53358
10/23/2023	1045223	973551	688138	7927	29347

10/24/2023	994000	929889	655601	6882	25465
10/25/2023	1022795	957167	666663	7026	25932
10/26/2023	1045066	975658	667055	7367	27437
10/27/2023	1224231	1145416	767999	9192	35420
10/28/2023	1417486	1327336	878950	12638	51691
10/29/2023	1498016	1388330	964276	13236	54587
10/30/2023	1097815	1044212	798617	8755	33669
10/31/2023	916538	876184	682788	5820	23979
11/1/2023	1059424	1010797	774527	7019	31963
11/2/2023	1185251	1121512	847462	8440	42411
11/3/2023	1092314	1050140	775128	10489	79393
11/4/2023	1876863	1789605	1278954	17901	103399
11/5/2023	2019351	1895513	1381068	17707	82077
11/6/2023	1257502	1202726	933424	9680	39496
11/7/2023	1290964	1236746	962092	10440	38860
11/8/2023	1154894	1108717	859585	7400	26819
11/9/2023	1107082	1059007	799827	7413	26085
11/10/2023	1363546	1298924	921789	9713	35376
11/11/2023	1746462	1644676	1120415	15630	53957
11/12/2023	1517294	1399460	973559	12331	39257
11/13/2023	991892	940173	713025	6682	19191
11/14/2023	981518	932781	711941	6372	17082
11/15/2023	1116877	1053603	802989	6827	19046
11/16/2023	889216	850342	662715	5161	13654
11/17/2023	1206981	1155524	862330	7259	20381
11/18/2023	1610715	1530646	1110705	12068	35117
11/19/2023	1634723	1530446	1132613	12161	33785
11/20/2023	1215609	1153809	903000	7593	21629
11/21/2023	1042899	1002201	796053	6155	16545
11/22/2023	1307254	1253648	972242	8301	22753
11/23/2023	1283145	1223814	913812	8864	23685
11/24/2023	1478292	1405693	1012990	10383	27195
11/25/2023	1714485	1622946	1151047	13725	32683
11/26/2023	1666121	1547657	1108364	12451	28679
11/27/2023	1103895	1056324	830815	6330	13643
11/28/2023	1059444	1021294	819489	5793	12196
11/29/2023	1146283	1104043	872271	6009	12738
11/30/2023	1169385	1124022	882695	5827	12844
12/1/2023	1450834	1389776	1061847	7675	17643
12/2/2023	1678568	1573811	1196282	8444	22228
12/3/2023	1024584	978964	782818	6588	16395
12/4/2023	1232156	1193371	986355	7229	16087
12/5/2023	1267376	1229017	1016844	6437	14531
12/6/2023	1505457	1456963	1198312	6119	14718

12/7/2023	1065891	1034957	834470	3879	9662
12/8/2023	1231851	1193509	921172	5822	14844
12/9/2023	1808182	1733055	1265615	12298	32130
12/10/2023	1853218	1745146	1294195	11999	29465
12/11/2023	1248679	1200939	959517	5863	13561
12/12/2023	1199495	1156690	932570	5234	11734
12/13/2023	1270240	1224401	981902	5708	12026
12/14/2023	1256648	1209944	967235	5625	12192

EXHIBIT I

"Date"	Active Players	Retained Players	Recurring Players	New Players	Returning Players
12/14/2023	1256648	1209944	967235	5625	12192
12/15/2023	1496951	1443175	1134521	7227	16453
12/16/2023	1963959	1878682	1431076	12184	28982
12/17/2023	1905177	1799095	1377055	11575	25944
12/18/2023	1404086	1345488	1078796	6808	14790
12/19/2023	1294340	1250306	1008714	6230	12382
12/20/2023	1489044	1437293	1146572	6956	14496
12/21/2023	1602228	1538564	1204234	7883	17317
12/22/2023	1763668	1687637	1313261	9667	20986
12/23/2023	1880246	1799407	1399665	12322	25924
12/24/2023	1752587	1663345	1302755	16120	25258
12/25/2023	1706310	1627653	1299865	56636	36991
12/26/2023	1860920	1784418	1426042	42359	30768
12/27/2023	1914331	1838891	1461337	25698	25187
12/28/2023	1789861	1716689	1352279	16562	19886
12/29/2023	1851927	1769974	1381153	16097	21149
12/30/2023	1788796	1712533	1334542	15738	21476
12/31/2023	1750885	1669854	1298549	15207	22361
1/1/2024	1798428	1704204	1323197	14255	20813
1/2/2024	1704276	1628441	1265385	11809	17232
1/3/2024	1657938	1585429	1210416	10626	15687
1/4/2024	1599316	1525648	1112187	9287	14847
1/5/2024	1635002	1551897	1107715	9855	15261
1/6/2024	1818903	1722170	1220869	15375	20386
1/7/2024	1782226	1667892	1211828	13899	19247
1/8/2024	1289702	1231162	958981	7651	11704
1/9/2024	1254885	1204218	951640	7012	10983
1/10/2024	1229544	1180966	929162	5948	9869
1/11/2024	1156123	1110854	873456	5737	9199
1/12/2024	1405737	1349461	1024741	7303	11953
1/13/2024	1775987	1691970	1244492	12449	20403
1/14/2024	1716671	1619312	1208034	11966	19061
1/15/2024	1458738	1389735	1079404	9031	15136
1/16/2024	1304761	1248307	971747	6823	11497
1/17/2024	1306369	1250434	966633	6726	11303
1/18/2024	1238628	1182523	896762	6152	10762
1/19/2024	1519444	1447789	1043160	8093	14423
1/20/2024	1947154	1836143	1277891	12845	23582
1/21/2024	1856348	1714287	1222583	12373	21033
1/22/2024	1248206	1171469	906017	6588	11336
1/23/2024	1081676	1038362	840041	4489	7523
1/24/2024	1496440	1446314	1162095	5641	9723
1/25/2024	1274810	1229695	970072	4382	8233

1/26/2024	1749404	1680504	1247391	8045	15139
1/27/2024	2351694	2233657	1573220	13499	27829
1/28/2024	2112053	1968705	1411484	11539	22986
1/29/2024	1306493	1243943	967947	5606	10663
1/30/2024	1156289	1109613	881508	4789	9139
1/31/2024	1335394	1281599	998804	6366	11794
2/1/2024	1276241	1220128	930374	5706	11913
2/2/2024	1451505	1386520	1010647	6802	14885
2/3/2024	1947545	1842295	1282926	11448	27868
2/4/2024	2078959	1929973	1375494	13666	29863
2/5/2024	1426315	1353742	1048179	7476	15142
2/6/2024	1342733	1274807	1005548	6645	12942
2/7/2024	1535583	1483608	1220225	5919	11197
2/8/2024	2041940	1978422	1617405	7873	15579
2/9/2024	2618427	2529639	1992960	9765	21923
2/10/2024	3165617	3038483	2297367	14999	36983
2/11/2024	3003438	2838852	2147041	14710	35284
2/12/2024	2125387	2034569	1616257	9231	21690
2/13/2024	2028981	1952527	1561998	8717	18859
2/14/2024	2075757	1998626	1584117	9726	19529
2/15/2024	2065341	1982012	1522132	10032	20376
2/16/2024	2530716	2417537	1779226	12682	29426
2/17/2024	2991915	2842112	2027297	17166	44425
2/18/2024	2787548	2610840	1878675	16410	40234
2/19/2024	2251533	2124940	1595345	12039	30083
2/20/2024	1878041	1788179	1374947	8807	20813
2/21/2024	1887204	1788736	1377852	8520	20345
2/22/2024	1494051	1428558	1094815	6860	14884
2/23/2024	1983014	1895006	1393362	10500	24803
2/24/2024	2522888	2391692	1696315	15706	40369
2/25/2024	2445941	2281484	1649949	15818	37391
2/26/2024	1666503	1593655	1253869	8462	19199
2/27/2024	1578650	1517072	1199318	7091	16375
2/28/2024	1665866	1598414	1244737	7876	17962
2/29/2024	1703074	1631028	1247435	7973	18682
3/1/2024	2100515	1993727	1374435	9558	23811
3/2/2024	2544571	2403283	1589200	13615	37987
3/3/2024	2381188	2212307	1504801	13435	34327
3/4/2024	1518855	1450544	1094892	6053	15123
3/5/2024	1658588	1588000	1214413	6999	16927
3/6/2024	1715803	1634403	1231734	7833	18359
3/7/2024	1650726	1548965	1163371	6620	17103
3/8/2024	574549	540911	424978	1537	4422
3/9/2024	2635384	2549501	1916610	13289	37327

3/10/2024	3666741	3475564	2609086	15375	43965
3/11/2024	2227936	2151185	1722282	6757	18756
3/12/2024	2255754	2176854	1725414	6906	20614
3/13/2024	2156614	2073711	1610955	7762	19475
3/14/2024	1846696	1773182	1357621	6942	16319
3/15/2024	2299922	2199751	1591218	8119	24502
3/16/2024	2652333	2512153	1754345	12677	35766
3/17/2024	2504043	2320621	1650900	14194	33927
3/18/2024	1679210	1589574	1228051	7848	17909
3/19/2024	1297699	1244816	980427	5463	12112
3/20/2024	1469745	1405890	1087849	6104	15957
3/21/2024	1385565	1325636	1027850	5649	14268
3/22/2024	1827590	1745896	1320808	8402	22434
3/23/2024	2345663	2219707	1620112	13634	37449
3/24/2024	2283880	2127198	1568344	12934	33355
3/25/2024	1757334	1659103	1284603	8867	23699
3/26/2024	1571054	1509993	1206141	6903	15928
3/27/2024	2305599	2215107	1744088	10371	24086
3/28/2024	2132785	2037959	1572976	9610	21964
3/29/2024	1814277	1727078	1304614	10175	21134
3/30/2024	1784377	1691752	1260151	11100	23326
3/31/2024	1667659	1568597	1177392	11170	22476
4/1/2024	1609056	1517509	1154331	8246	19128
4/2/2024	1208882	1152089	887562	4124	11485
4/3/2024	1242738	1182944	888456	4652	12872
4/4/2024	1134999	1076906	784564	3915	11413
4/5/2024	1294711	1222748	850693	4495	14275
4/6/2024	1346923	1263601	857410	5145	16504
4/7/2024	1265635	1165178	809809	5201	15564
4/8/2024	954956	889249	667038	3144	9880
4/9/2024	724753	689762	543153	2236	6392
4/10/2024	842583	804891	627298	2490	8014
4/11/2024	784697	752819	582990	1833	6402
4/12/2024	1005707	961800	707032	3305	10762
4/13/2024	1321176	1249869	876538	5101	18872
4/14/2024	1340811	1245123	883243	5676	19326
4/15/2024	892815	851590	659409	2559	9907
4/16/2024	927835	886544	682802	3472	10966
4/17/2024	914859	872556	662507	2806	9491
4/18/2024	933390	886238	653940	3267	10759
4/19/2024	1091991	1033214	721415	3561	13656
4/20/2024	1366428	1274676	853718	5971	23488
4/21/2024	1325922	1207317	826523	5742	22150
4/22/2024	945488	881824	658907	4164	13921

4/23/2024	758781	723791	563813	2212	7680
4/24/2024	920268	880912	679472	2434	9826
4/25/2024	944511	898959	673464	3028	11529
4/26/2024	1054054	999142	712422	3445	13889
4/27/2024	1439767	1344863	910028	7504	29019
4/28/2024	1199177	1100542	757283	4099	19905
4/29/2024	828651	780259	574025	2751	11842
4/30/2024	811244	766274	562679	2282	10949
5/1/2024	953994	886607	626670	3464	16223
5/2/2024	838023	778424	563327	2925	12619
5/3/2024	760982	720535	512284	2848	11848
5/4/2024	1159231	1084670	722044	5587	24188
5/5/2024	1016713	929960	625103	4034	18569
5/6/2024	711264	665156	475857	2456	9993
5/7/2024	636922	600963	438366	1914	8312
5/8/2024	744785	700965	501733	2920	11728
5/9/2024	723495	678236	467531	2513	11657
5/10/2024	752739	704333	465328	2252	11442
5/11/2024	915701	843421	535068	3781	18712
5/12/2024	851510	769574	503626	3268	16359
5/13/2024	604942	564074	412113	1953	9840
5/14/2024	578390	544605	405810	2014	9044
5/15/2024	632913	597146	439796	2312	10193
5/16/2024	597958	563449	411145	1933	9321
5/17/2024	697637	655934	451908	2262	11845
5/18/2024	888786	825056	542807	3688	20075
5/19/2024	830256	757751	508295	3302	17988
5/20/2024	625402	582613	416263	2210	11028
5/21/2024	563699	530571	391748	1689	9433
5/22/2024	600936	562497	412184	2080	11283
5/23/2024	621799	575111	424992	2308	11894
5/24/2024	776016	743283	559028	2129	12125
5/25/2024	1341869	1272301	898664	5554	32250

EXHIBIT J

"Date"	Active Playtime	Playtime Surrounding V-bucks Spent (PSVS)
6/15/2023	1,927.15	842.967
6/16/2023	2,293.02	996.883
6/17/2023	2,700.47	989.5
6/18/2023	3,703.08	1,248.25
6/19/2023	7,943.93	2,866.05
6/20/2023	4,758.95	1,846.22
6/21/2023	4,312.55	1,764.57
6/22/2023	5,577.15	2,484.23
6/23/2023	7,023.70	3,054.77
6/24/2023	8,175.45	3,455.25
6/25/2023	125,391.38	51,726.10
6/26/2023	199,195.22	83,107
6/27/2023	182,049.25	76,195.85
6/28/2023	193,957.93	79,163.68
6/29/2023	186,916.68	75,131
6/30/2023	204,145.87	82,270.57
7/1/2023	266,562.72	106,684.23
7/2/2023	248,603.17	97,458.43
7/3/2023	232,671.52	93,804.57
7/4/2023	216,267.35	85,658.28
7/5/2023	216,792.17	85,535.02
7/6/2023	207,855.30	78,772.80
7/7/2023	203,965.65	75,620.13
7/8/2023	208,660.22	76,819.95
7/9/2023	206,099.32	76,983.72
7/10/2023	194,765.73	74,173.62
7/11/2023	186,958.48	71,283.27
7/12/2023	161,877	62,062.45
7/13/2023	153,330.72	58,561.93
7/14/2023	132,272.43	51,479.33
7/15/2023	207,548.65	81,591.28
7/16/2023	211,504.98	80,216.92
7/17/2023	191,197.15	71,522.95
7/18/2023	188,164.72	69,813.63
7/19/2023	198,636.68	72,357.32
7/20/2023	176,289.47	63,402.10
7/21/2023	206,850.98	74,349.98
7/22/2023	223,464.40	77,841.45
7/23/2023	227,894.27	79,225.30
7/24/2023	230,533.72	80,344.98
7/25/2023	234,578.92	79,831.77
7/26/2023	201,743.72	73,272.68
7/27/2023	255,508.48	92,223.07

7/28/2023	252,976.50	92,602.23
7/29/2023	245,085.65	90,221.45
7/30/2023	239,600.73	88,467.83
7/31/2023	289,338.10	111,503.75
8/1/2023	242,114.87	93,742.15
8/2/2023	229,929.90	92,881.15
8/3/2023	237,109.48	96,915.93
8/4/2023	235,617.35	94,887.75
8/5/2023	240,580.15	94,757.43
8/6/2023	251,493.92	97,405.77
8/7/2023	233,801.17	89,143.68
8/8/2023	174,933.82	68,773.58
8/9/2023	165,854.25	63,263.47
8/10/2023	198,573.98	75,284.77
8/11/2023	207,345.73	76,019.98
8/12/2023	237,000	84,357.10
8/13/2023	244,348.82	83,869.58
8/14/2023	220,242.80	74,768.60
8/15/2023	212,976.02	71,785.45
8/16/2023	187,597.45	63,294.37
8/17/2023	212,939.75	71,196.98
8/18/2023	238,903.42	78,321.63
8/19/2023	268,188.43	99,738.52
8/20/2023	311,581.75	125,627.87
8/21/2023	291,339.57	123,329.83
8/22/2023	296,256.93	129,794.88
8/23/2023	291,182.98	127,073.32
8/24/2023	315,076.30	135,621.83
8/25/2023	223,582.70	104,434.63
8/26/2023	402,858.78	183,784.43
8/27/2023	412,921.37	183,697.80
8/28/2023	272,737.45	121,337.48
8/29/2023	248,912.90	110,472.33
8/30/2023	319,994.90	146,913.97
8/31/2023	336,859.87	152,199.38
9/1/2023	341,131.08	145,512.28
9/2/2023	422,537.60	160,787.58
9/3/2023	378,826.75	138,127.95
9/4/2023	330,067.20	123,252.13
9/5/2023	225,209.68	82,963.72
9/6/2023	229,246.90	85,154
9/7/2023	232,112.28	87,704.17
9/8/2023	251,493.97	93,666.17
9/9/2023	347,576.83	134,869.98

9/10/2023	399,014.13	166,791.30
9/11/2023	273,744.75	121,085.12
9/12/2023	165,296.18	72,495.98
9/13/2023	209,719	92,036.95
9/14/2023	221,274.03	95,742.67
9/15/2023	268,647.53	114,495.67
9/16/2023	401,995.27	170,442.55
9/17/2023	414,111.82	173,983.65
9/18/2023	244,389.63	104,951.05
9/19/2023	201,837.63	85,888.08
9/20/2023	218,565.63	91,004.87
9/21/2023	216,658.52	88,010.27
9/22/2023	262,216.07	104,921.42
9/23/2023	389,391.75	147,433.62
9/24/2023	380,545.37	134,724.23
9/25/2023	220,279.77	79,142.02
9/26/2023	134,739.25	51,022.83
9/27/2023	187,556.90	70,528.35
9/28/2023	196,075.68	73,106.98
9/29/2023	249,034.72	89,216.63
9/30/2023	368,375.13	130,268.45
10/1/2023	382,398.02	137,641.82
10/2/2023	225,086.83	87,081.50
10/3/2023	214,741.97	84,045.88
10/4/2023	222,801.12	85,653.60
10/5/2023	211,521.10	80,671.05
10/6/2023	213,021.70	79,713.27
10/7/2023	284,162.50	108,203.22
10/8/2023	269,632.17	101,873.60
10/9/2023	168,141.70	65,355.88
10/10/2023	143,164.28	59,805.53
10/11/2023	387,087.07	149,082.50
10/12/2023	469,734.88	176,296.37
10/13/2023	592,088.43	218,274.72
10/14/2023	803,444.88	291,530.08
10/15/2023	748,397.63	264,137.97
10/16/2023	370,477.85	131,016.92
10/17/2023	338,658.02	121,363.38
10/18/2023	427,414.80	154,200.13
10/19/2023	441,399.77	158,567.37
10/20/2023	562,755.72	201,169.55
10/21/2023	825,566.68	287,254.70
10/22/2023	819,265.32	284,045.75
10/23/2023	517,645.47	181,312.67

10/24/2023	485,242.92	173,956.40
10/25/2023	497,994.23	180,119.17
10/26/2023	514,887.90	178,417.95
10/27/2023	618,491.70	207,604.65
10/28/2023	746,840.33	297,156.07
10/29/2023	793,719.20	339,267.95
10/30/2023	548,083.28	242,379.03
10/31/2023	448,406.80	199,763.27
11/1/2023	526,982.32	235,280.47
11/2/2023	596,310.37	265,938
11/3/2023	434,984.63	207,927.18
11/4/2023	842,890.53	393,960.23
11/5/2023	963,985.93	459,626.47
11/6/2023	564,654.95	276,991.10
11/7/2023	576,456.12	284,605.25
11/8/2023	531,084.23	266,661.17
11/9/2023	497,800.07	252,054.38
11/10/2023	649,119.17	326,464.95
11/11/2023	900,711.33	391,805.20
11/12/2023	769,666.92	326,398.18
11/13/2023	446,883.42	196,387.57
11/14/2023	448,051.08	203,517.05
11/15/2023	515,793.72	234,280.40
11/16/2023	385,505.67	187,073.47
11/17/2023	588,008.38	260,638.62
11/18/2023	855,985.18	370,495.22
11/19/2023	870,158.28	374,623.73
11/20/2023	611,538.47	275,258.92
11/21/2023	505,618.85	233,691.10
11/22/2023	676,934.03	300,769.33
11/23/2023	661,411.68	288,743.30
11/24/2023	769,754.45	337,501.27
11/25/2023	929,912.35	409,283.57
11/26/2023	904,035	414,217.38
11/27/2023	543,137.93	283,663.20
11/28/2023	521,767.12	283,328.28
11/29/2023	570,250.68	317,291.23
11/30/2023	573,238.47	326,097.45
12/1/2023	728,828.20	416,952.85
12/2/2023	829,330.23	479,423.42
12/3/2023	426,868.12	262,341.88
12/4/2023	569,052.27	341,788.27
12/5/2023	609,663.07	366,125.03
12/6/2023	746,156.37	442,529.40

12/7/2023	504,735.10	299,919.38
12/8/2023	632,847.17	358,154.77
12/9/2023	1,002,635.12	537,093.92
12/10/2023	1,046,793.48	538,734.33
12/11/2023	652,232.63	318,006.88
12/12/2023	630,065.55	291,128.12
12/13/2023	682,832.28	309,352.70
12/14/2023	673,286.05	301,205.13

EXHIBIT K

"Date"	Active Playtime	Playtime Surrounding V-bucks Spent (PSVS)
12/14/2023	673,286.05	301,205.13
12/15/2023	811,026.95	357,066.40
12/16/2023	1,142,747.80	497,554.18
12/17/2023	1,099,182.77	481,004.28
12/18/2023	760,711.07	351,210.08
12/19/2023	686,658.67	333,764.87
12/20/2023	831,097.68	405,909.90
12/21/2023	896,676.83	436,125.40
12/22/2023	1,008,303.28	494,215.85
12/23/2023	1,103,251.57	539,742.47
12/24/2023	996,680.33	485,796.17
12/25/2023	910,478.15	451,254.08
12/26/2023	1,064,496.23	527,478.90
12/27/2023	1,152,859.45	572,832.27
12/28/2023	1,037,381.13	505,643.77
12/29/2023	1,080,011.65	519,434.85
12/30/2023	1,036,829.60	493,777.57
12/31/2023	1,030,278.72	493,579.68
1/1/2024	1,053,553.65	521,663.73
1/2/2024	1,010,869.47	496,858.73
1/3/2024	986,996.35	479,518.80
1/4/2024	949,993.37	457,002.10
1/5/2024	968,908.92	461,275.08
1/6/2024	1,095,637.12	527,899.45
1/7/2024	1,053,793.30	505,008.05
1/8/2024	703,210.17	336,443.48
1/9/2024	683,205.95	326,166.70
1/10/2024	665,486.63	312,493.42
1/11/2024	618,540.92	286,226.63
1/12/2024	778,679.67	363,783.25
1/13/2024	1,061,384.25	490,362.43
1/14/2024	998,157.92	458,394.02
1/15/2024	812,620.83	381,537.75
1/16/2024	698,090.95	320,119.28
1/17/2024	691,085.88	309,982.82
1/18/2024	639,382.75	282,091.78
1/19/2024	802,897.70	351,027.33
1/20/2024	1,066,101.55	446,939.22
1/21/2024	993,367.77	413,014.43
1/22/2024	613,400.95	254,697.93
1/23/2024	475,840.55	208,154.92
1/24/2024	692,420.03	291,974.87
1/25/2024	572,108.42	242,460.10

1/26/2024	856,474.32	332,737.87
1/27/2024	1,247,347.13	466,977.53
1/28/2024	1,116,772.27	411,872
1/29/2024	624,019.65	243,773.87
1/30/2024	537,171.57	211,392.65
1/31/2024	645,014.15	246,327
2/1/2024	618,521.27	232,132.98
2/2/2024	721,963.55	270,397.85
2/3/2024	1,060,599.03	410,922.52
2/4/2024	1,105,511	450,745.62
2/5/2024	699,088.20	286,732.38
2/6/2024	651,421.98	274,460.87
2/7/2024	817,298.57	386,408.25
2/8/2024	1,197,790.73	568,559.52
2/9/2024	1,530,609.82	723,930.50
2/10/2024	1,978,595.13	955,705.40
2/11/2024	1,818,487.03	882,447.22
2/12/2024	1,166,012.40	546,419.57
2/13/2024	1,076,941.78	516,588.45
2/14/2024	1,105,703.50	527,046.85
2/15/2024	1,090,701.77	508,349.55
2/16/2024	1,389,375.70	640,101.05
2/17/2024	1,766,385.67	791,180.60
2/18/2024	1,611,207.93	686,750.12
2/19/2024	1,249,175.55	541,383.55
2/20/2024	980,319.82	402,824.88
2/21/2024	976,384.05	397,634.58
2/22/2024	741,055.03	304,902.73
2/23/2024	1,071,230.53	443,680.45
2/24/2024	1,474,505.50	607,085.25
2/25/2024	1,400,519.52	568,913.60
2/26/2024	856,703.43	345,859.58
2/27/2024	805,539.53	324,111.52
2/28/2024	852,486.17	337,957.60
2/29/2024	860,614.85	348,630.47
3/1/2024	1,083,422.10	437,334.80
3/2/2024	1,434,821.47	555,829.25
3/3/2024	1,301,748.13	616,938.80
3/4/2024	743,946.48	362,509.77
3/5/2024	806,817.97	401,039.38
3/6/2024	835,989.08	413,005.20
3/7/2024	812,729.42	409,589.32
3/8/2024	234,943.25	122,228.92
3/9/2024	1,347,178.20	753,276.05

3/10/2024	2,126,875.33	1,180,373
3/11/2024	1,145,009.63	647,301.77
3/12/2024	1,130,975.40	631,317.40
3/13/2024	1,095,009.52	607,378
3/14/2024	933,506.10	522,422.67
3/15/2024	1,199,473.83	657,804.67
3/16/2024	1,492,854.90	820,281
3/17/2024	1,369,020.57	630,596.85
3/18/2024	828,209.37	381,438.72
3/19/2024	599,761.83	281,290.42
3/20/2024	719,763.82	325,006.82
3/21/2024	672,946.12	309,757.98
3/22/2024	923,085.07	435,706.90
3/23/2024	1,310,476.40	622,660.68
3/24/2024	1,263,573.37	602,012.07
3/25/2024	911,067.52	431,726.38
3/26/2024	812,426.95	421,712.70
3/27/2024	1,239,943.48	639,762.35
3/28/2024	1,180,313.82	613,839.72
3/29/2024	1,047,264.65	545,853.07
3/30/2024	1,026,378.95	538,637.82
3/31/2024	926,367.67	483,611.88
4/1/2024	882,172.37	475,930.28
4/2/2024	636,120.92	345,746.03
4/3/2024	651,259.07	346,621.25
4/4/2024	595,634.17	314,243.28
4/5/2024	681,410.27	364,252.50
4/6/2024	750,116.88	408,151.77
4/7/2024	692,073.28	381,908.40
4/8/2024	490,406.12	270,150.33
4/9/2024	342,827.93	195,959.62
4/10/2024	422,824.32	242,653.48
4/11/2024	386,703.38	229,381.25
4/12/2024	499,789.05	286,079.48
4/13/2024	723,446.93	400,235.18
4/14/2024	722,375	389,690.15
4/15/2024	434,954.83	235,520.43
4/16/2024	447,705.60	240,158.38
4/17/2024	446,199.72	237,574.90
4/18/2024	454,930.12	237,577.93
4/19/2024	554,069.62	273,956.47
4/20/2024	760,990.78	358,868.52
4/21/2024	723,191.78	330,278.05
4/22/2024	458,259.42	209,690.72

4/23/2024	351,489.40	170,799
4/24/2024	462,711.57	216,062.07
4/25/2024	474,969.88	218,100.92
4/26/2024	530,127.75	239,412.52
4/27/2024	776,344.62	341,109.58
4/28/2024	653,193.27	283,863.27
4/29/2024	400,239.92	170,792.07
4/30/2024	390,661.23	163,132.23
5/1/2024	465,599.72	187,788.58
5/2/2024	401,989.98	164,104.43
5/3/2024	333,110.83	141,410.07
5/4/2024	594,688.75	249,125.45
5/5/2024	531,728.92	218,175
5/6/2024	339,116.88	139,309.08
5/7/2024	297,936.93	117,875.25
5/8/2024	355,701.05	135,782.62
5/9/2024	355,505.22	130,831.73
5/10/2024	377,555.22	138,369.32
5/11/2024	485,400.18	183,227.45
5/12/2024	438,079.12	165,105.28
5/13/2024	277,571.22	104,457.75
5/14/2024	261,800.68	99,324.72
5/15/2024	297,171.15	110,240.12
5/16/2024	279,803.48	102,213.67
5/17/2024	339,010.30	123,204.18
5/18/2024	470,680.97	200,556.47
5/19/2024	436,620.82	201,460.22
5/20/2024	301,194.83	144,147.15
5/21/2024	267,897.22	132,179.48
5/22/2024	286,752.10	141,610.53
5/23/2024	294,920.77	148,821.77
5/24/2024	329,035.53	191,849.25
5/25/2024	663,855.55	361,971.67

EXHIBIT L

ID #:1287

code FNGG

FORTNITE CREATIVE MAPS

All Maps
My Favorites

SEARCH MAP OR CODE
TAG

CRAZZY RED VS BLUE 14.3K

GO GOATED! ZONE WARS 11.7K

THE PIT - FREE FOR ALL 10.2K

BOX FIGHTS 2v2 8.7K

SUPER RED VS BLUE 6.8K

BIO'S TRIO 6.7K

PIECE CONTROL 2v2 6.6K

MINIGAME BOX PVP 6.3K

PRIME RED VS BLUE 6.2K

BOX PVP 5.8K

BED WARS 4.9K

BHE 1v1 BUILD FIGHTS 4.4K

TILTED ZONE WARS 4.3K

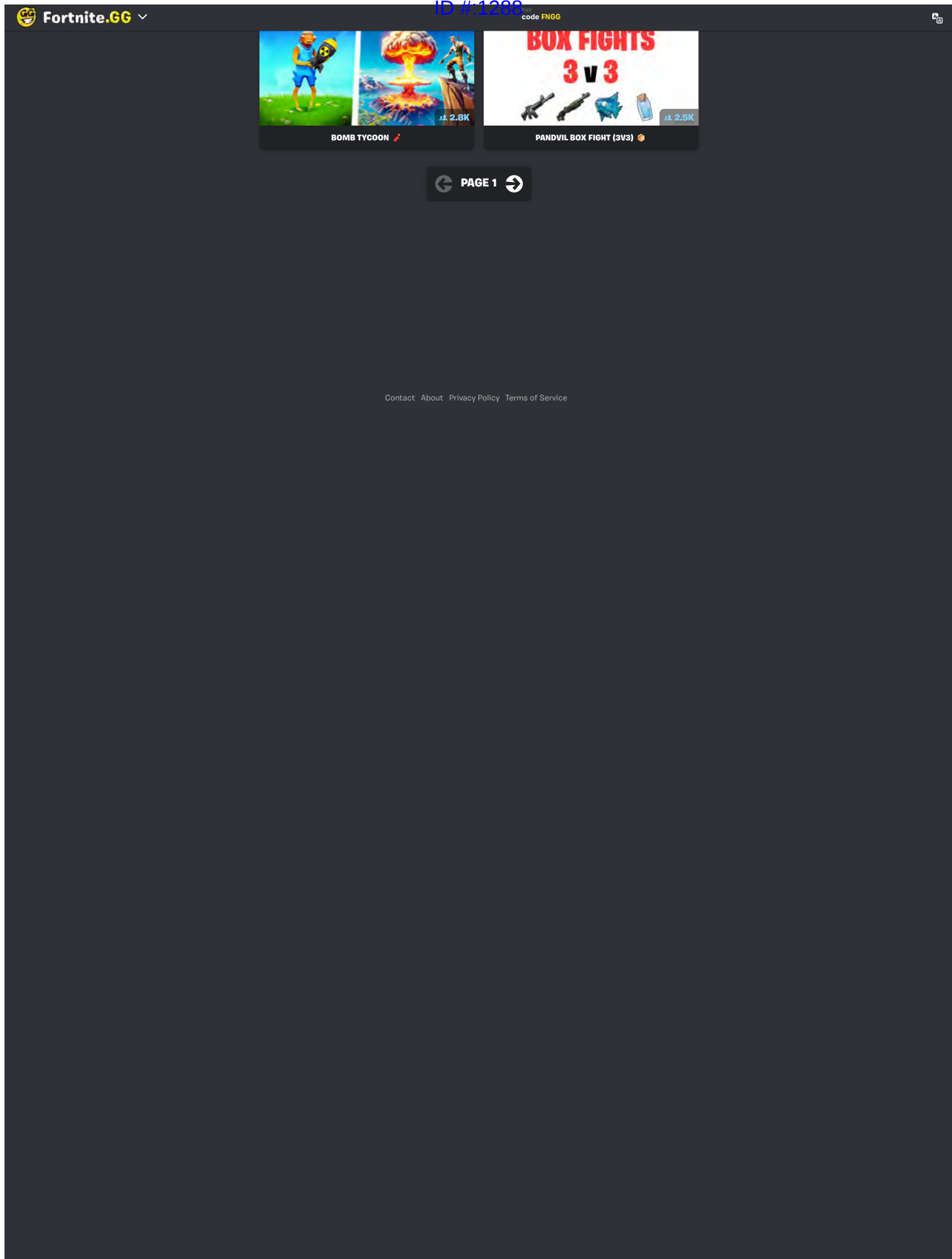
1v1 BUILD FIGHTS! 4.1K

SPEED REALISTICS 1v1 4K

高性能 1v1 3.4K

MURDER MYSTERY 3.1K

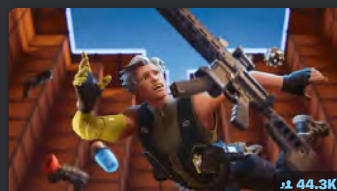
AIM, EDIT, PIECE CONTROL 3K



All Maps My Favorites

SEARCH MAP OR CODE

TAG ▾



🐐 GO GOATED! ZONE WARS

CRAZZY RED VS BLUE ● ●

THE PIT - FREE FOR ALL

PIECE CONTROL 3V2

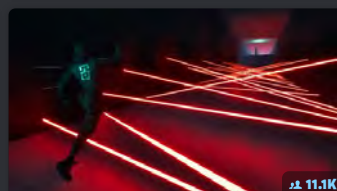
TILTED ZONE WARS ★

BHE 1V1 BUILD FIGHTS بالبناء

PANDVIL BOX FIGHT (2V2)

MINIGAME BOX PVP

NINJA TURTLES TYCOON



SUPER RED VS BLUE ● ●

BED WARS

SECRET AGENT DEATHRUN



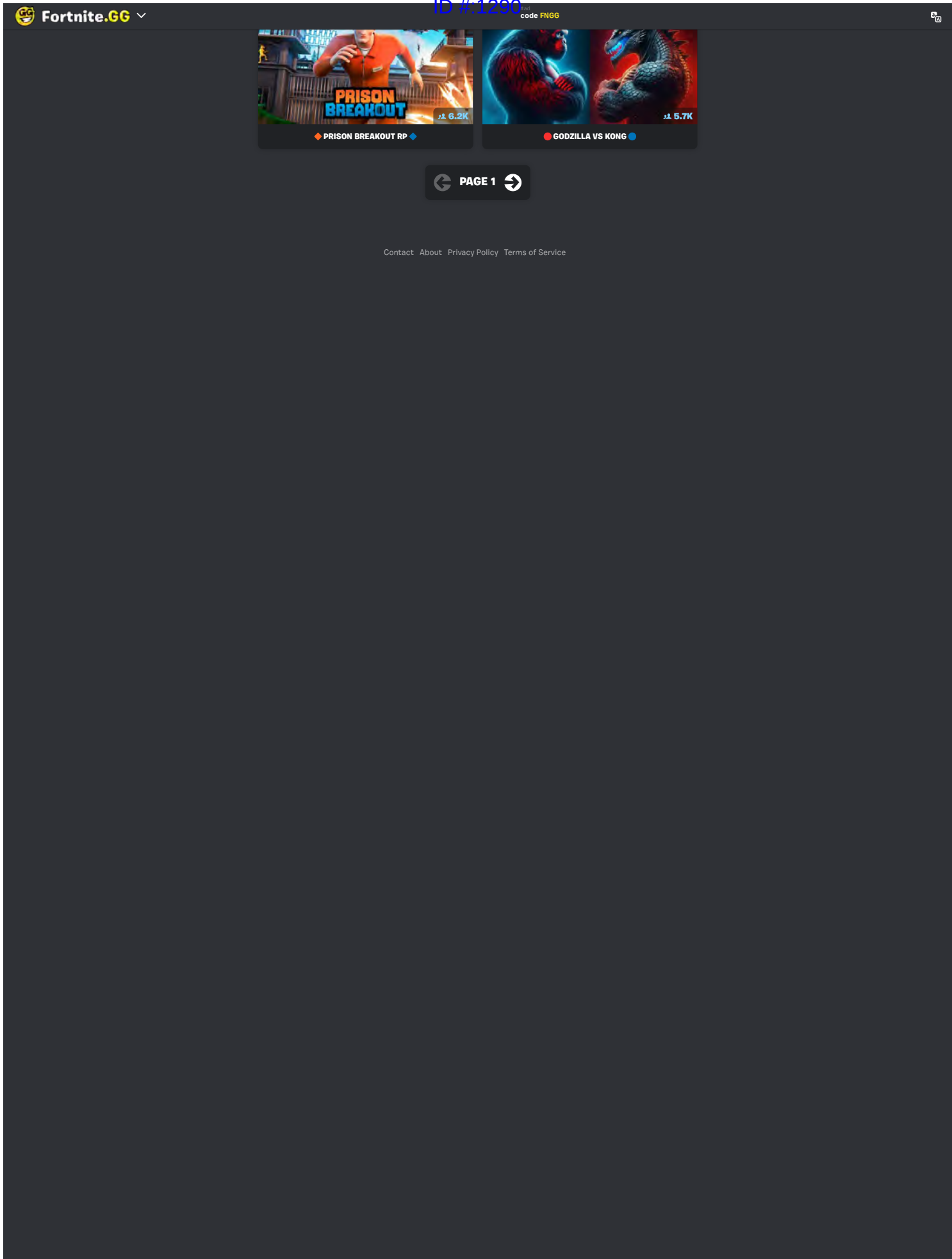
👁️ MEME BOXFIGHTS 2.0 🏠

PIECE CONTROL 1V1

BOX PVP

MURDER MYSTERY

HACKER TYCOON**PIECE CONTROL 3V3**



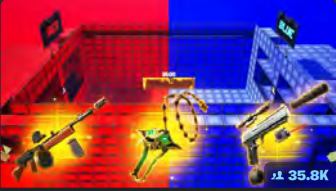




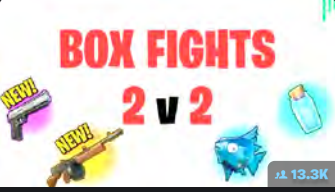

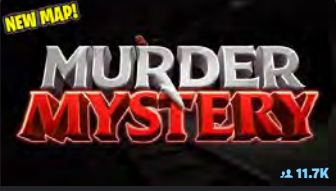




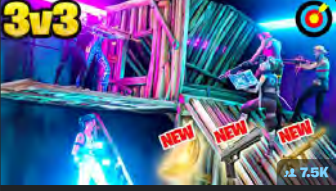
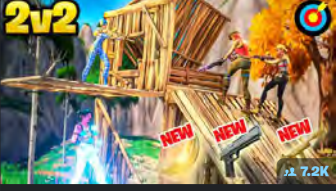




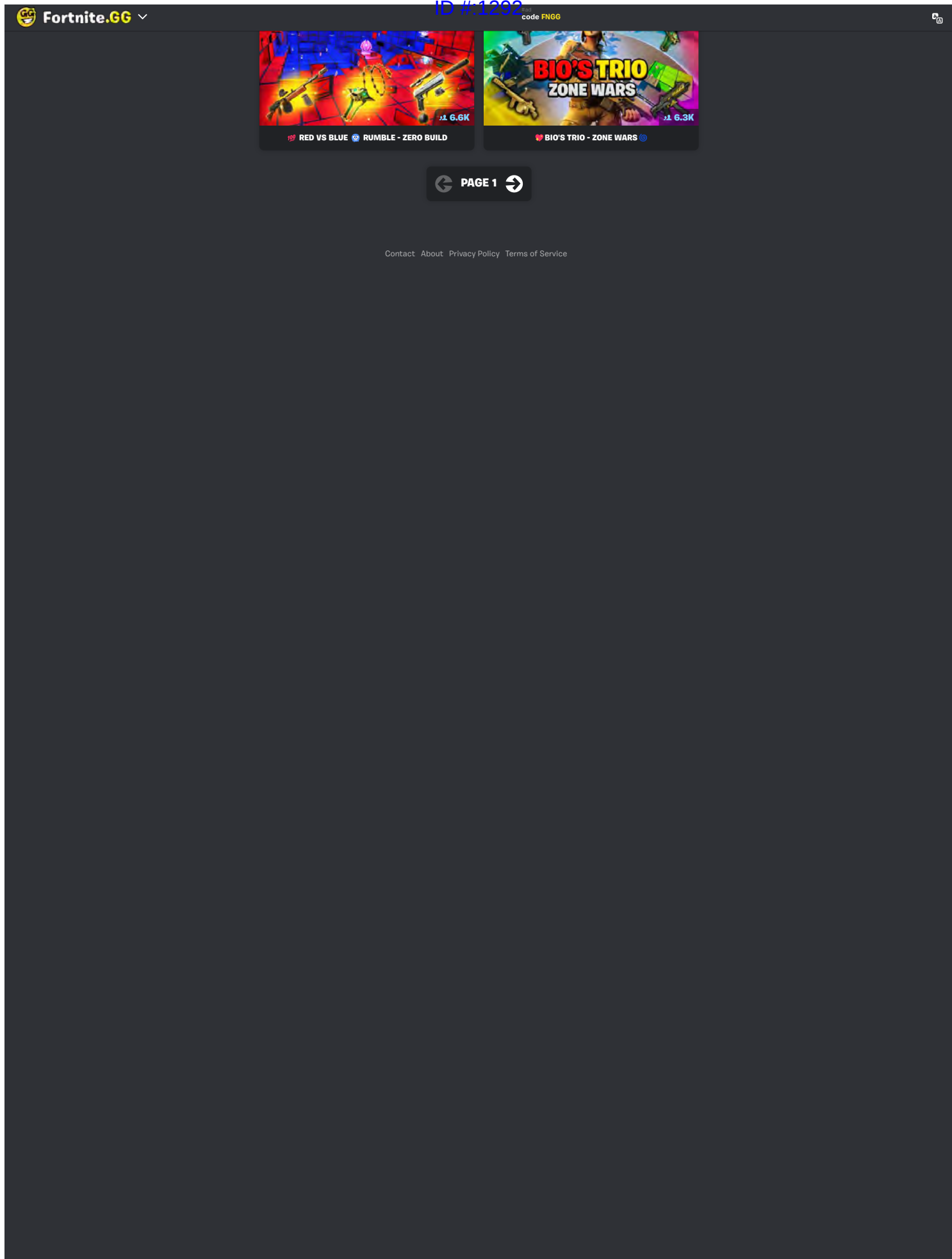
Fortnite.GG

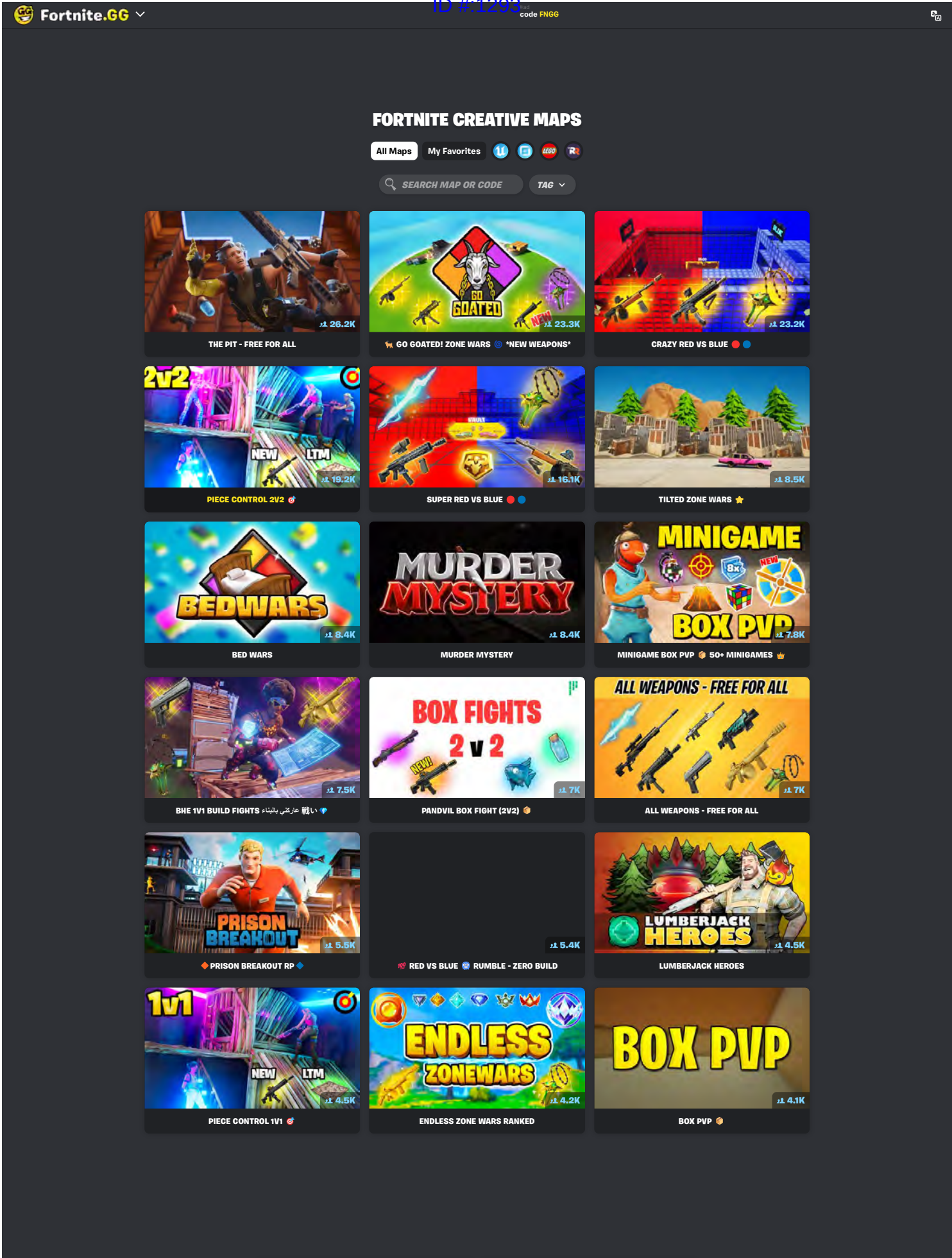
FORTNITE CREATIVE MAPS

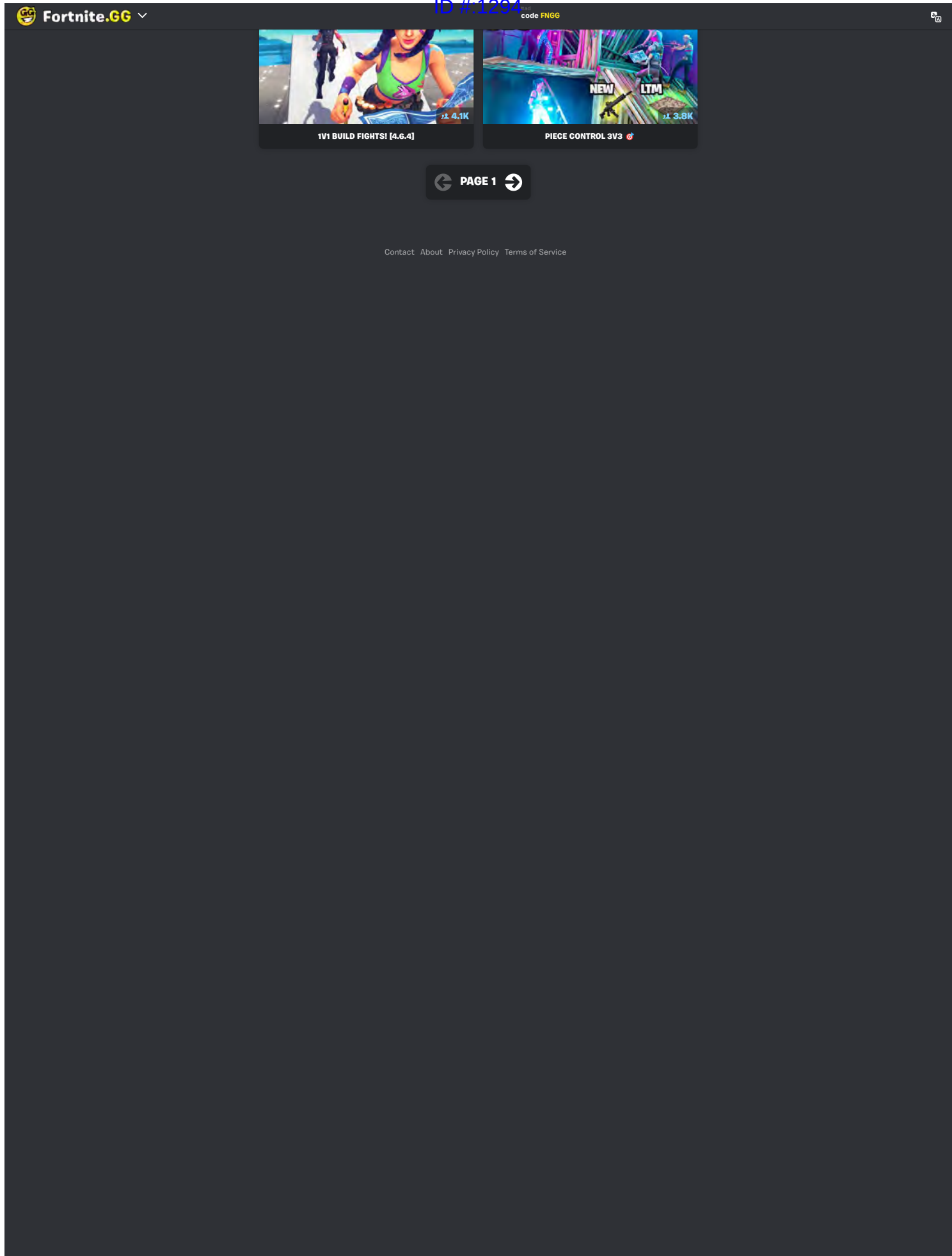
All Maps My Favorites


SEARCH MAP OR CODE TAG

 <p>GO GOATED! ZONE WARS</p> <p>*NEW WEAPONS*</p> <p>47.2K</p>	 <p>THE PIT - FREE FOR ALL</p> <p>44.4K</p>	 <p>CRAZZY RED VS BLUE</p> <p>35.8K</p>
 <p>PIECE CONTROL 2V2</p> <p>30.1K</p>	 <p>SUPER RED VS BLUE</p> <p>19.8K</p>	 <p>TILTED ZONE WARS</p> <p>17.4K</p>
 <p>BHE 1V1 BUILD FIGHTS</p> <p>17.2K</p>	 <p>PANDVIL BOX FIGHT (2V2)</p> <p>13.3K</p>	 <p>CUSTOM CARS TYCOON</p> <p>12.2K</p>
 <p>MURDER MYSTERY</p> <p>11.7K</p>	 <p>MINIGAME BOX PVP</p> <p>10.1K</p>	 <p>BED WARS</p> <p>10.1K</p>
 <p>BOX PVP</p> <p>8.7K</p>	 <p>FORTKEA PROP HUNT</p> <p>7.6K</p>	 <p>PIECE CONTROL 3V3</p> <p>7.5K</p>
 <p>RAPID REALISTICS 2V2 (SPEED) BULLSEYE</p> <p>7.2K</p>	 <p>PIECE CONTROL 1V1</p> <p>7.2K</p>	 <p>高性能 1V1</p> <p>7.1K</p>











code FNGG




FORTNITE CREATIVE MAPS

All

UEFN Maps

XP Maps


ENTER SEARCH TERM OR TAG



THE PIT - FREE FOR ALL

4590-4493-7113


18.9K



GO GOATED! ZONE WARS

3305-1551-7747


17.6K



TILTED ZONE WARS ★

3729-0643-9775


15.3K



BHE 1V1 BUILD FIGHTS عاركني بالبناء 戦い

8064-7152-2934

11.4K

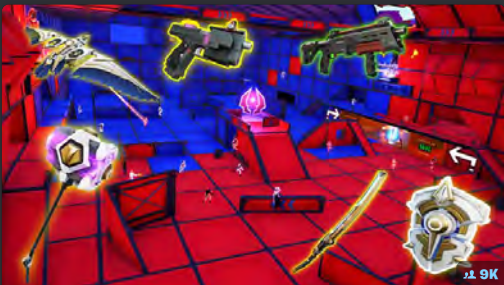


Bio's TRIO Arena

♥BIO'S ZONE WARS - CUSTOM TRIO♥

4059-2791-0712


10K



RED VS BLUE RUMBLE


6207-0778-2857

9K



BOX FIGHTS 2 v 2

7.8K



BOX PVP

7.1K


Fortnite.GG

code FNGG

Twitter

Discord

6562-8953-6567

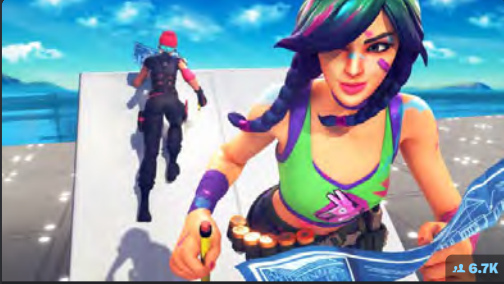


LLAMA WARS

8106-1430-2385

6.9K


2515-6266-7600



1V1 BUILD FIGHTS! [4.6.4]

1832-0431-4852


6.7K



BANG BANG

2236-8090-7605

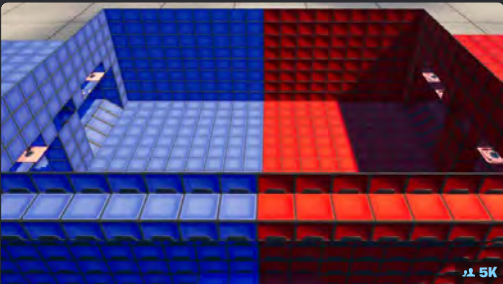
6.1K



ULTIMATE RAMP JUMP

0798-3938-6478


5.1K



CLASSIC RED VS BLUE *UPDATE*

9389-6469-4775


5K



ZOMBIELAND

9369-6922-8408

4.3K




BOX PVP

PANDVIL BOX PVP

2987-5348-6181

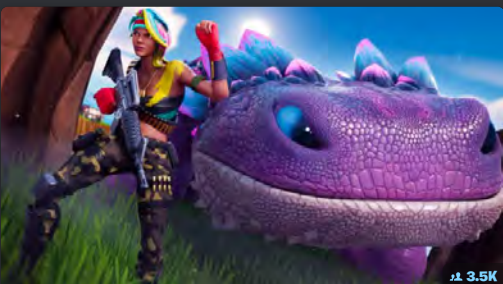
4.1K



TILTED ZONE WARS (ALL WEAPONS)


1760-0152-1306

3.8K



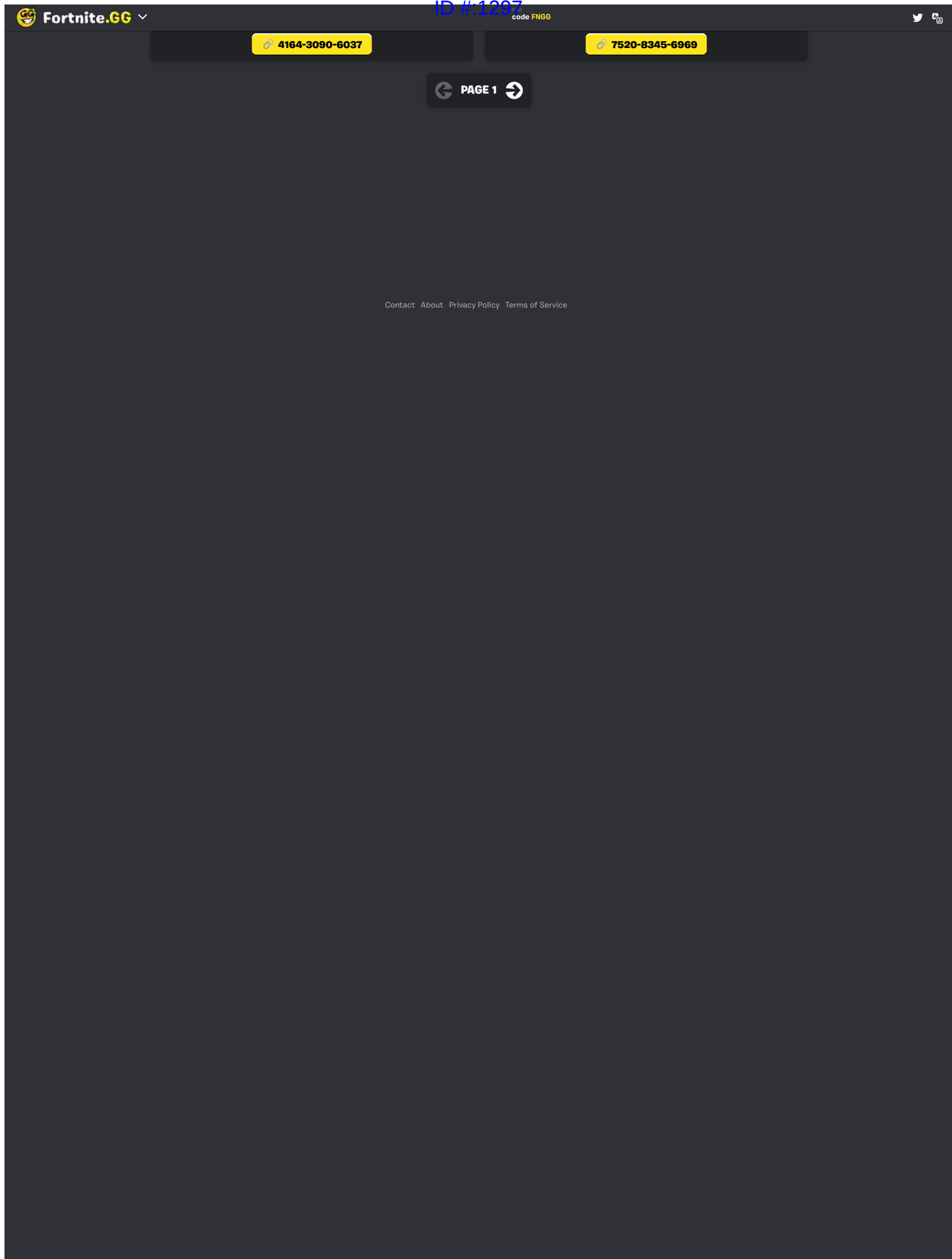
RED VS BLUE

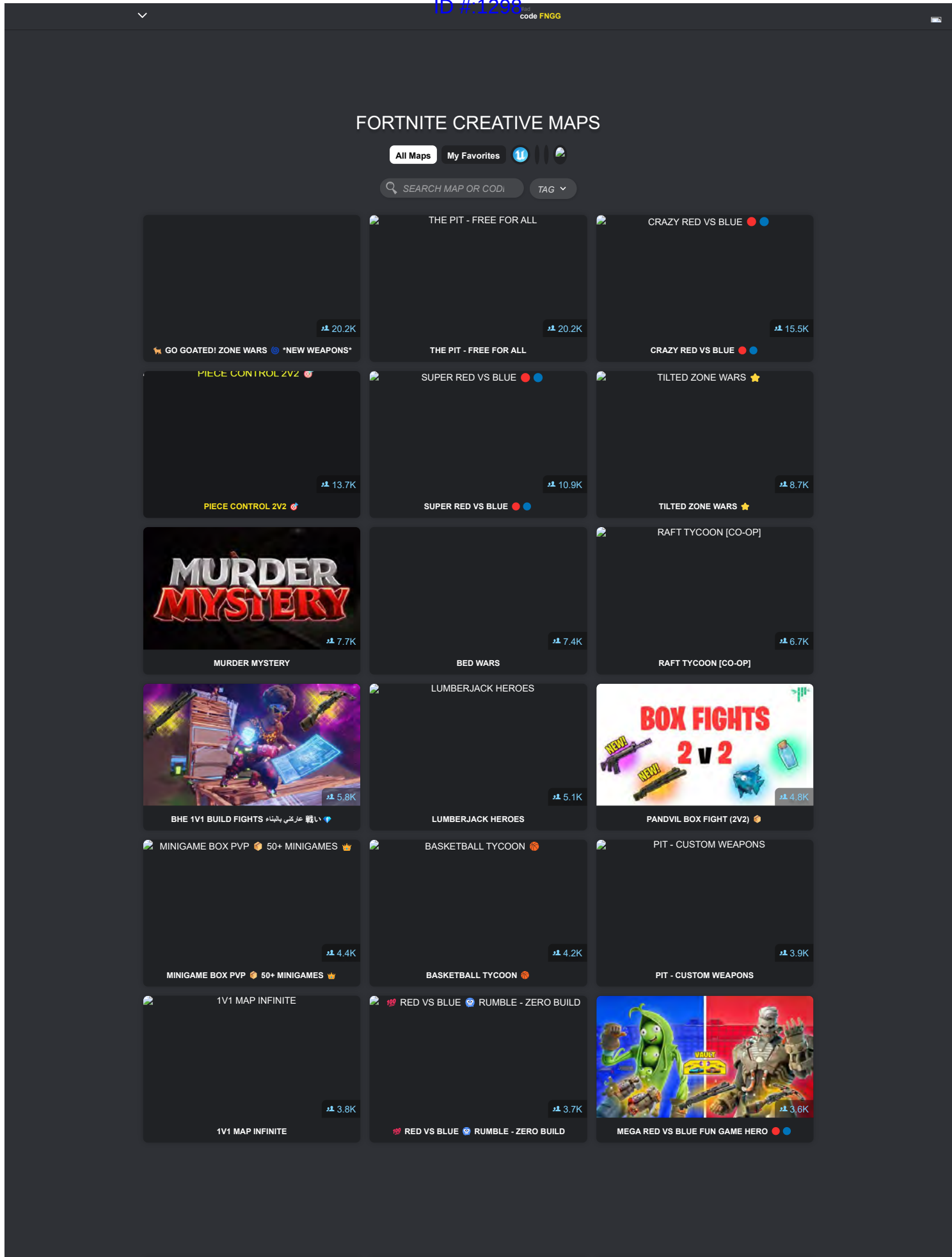
3.5K

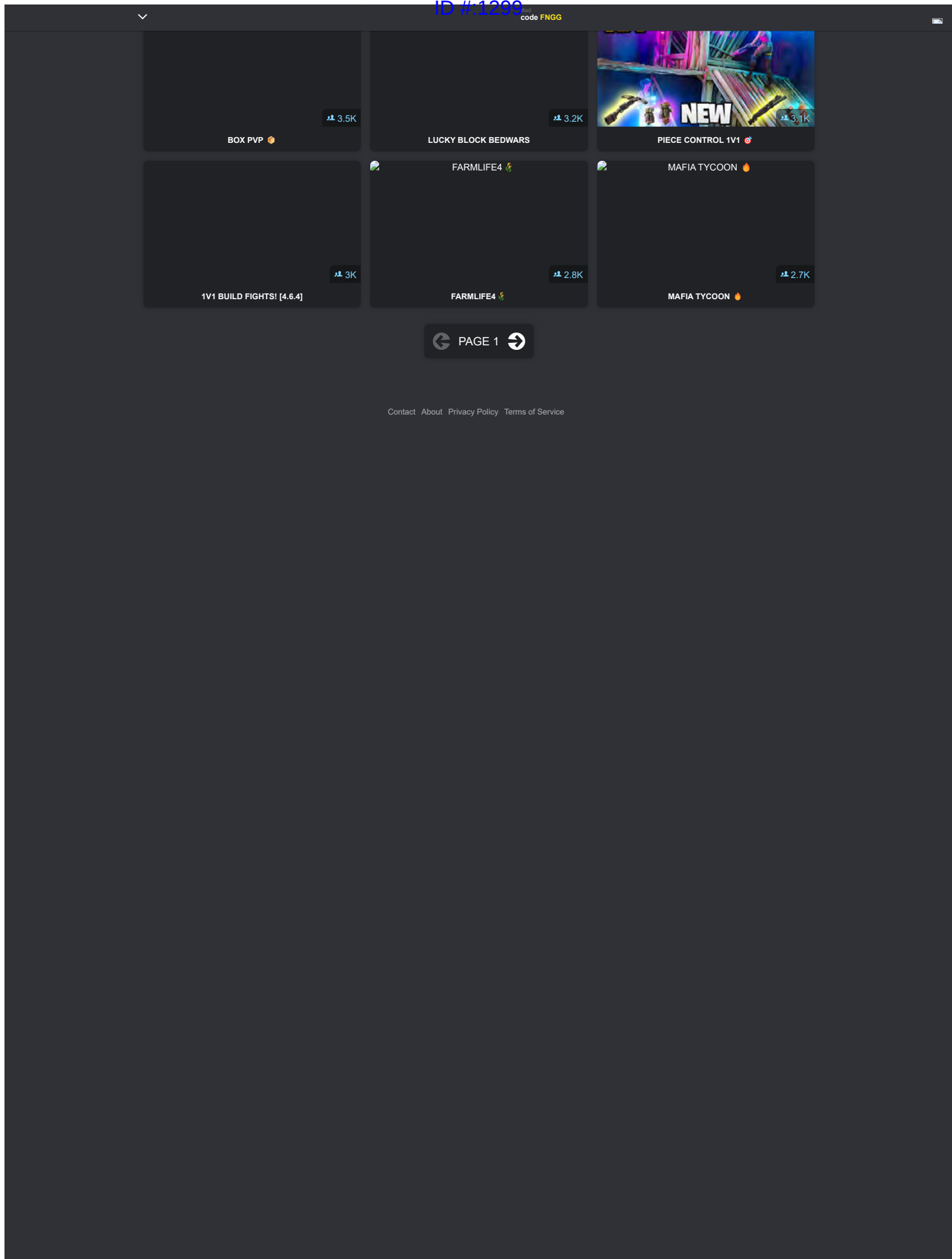


RED VS BLUE

3.3K







code FNGG

FORTNITE CREATIVE MAPS

All

UEFN Maps

XP Maps

ENTER SEARCH TERM OR TAG

3745m
58.4K

ONLYUP FORTNITE! 🚀

21.5K

TILTED ZONE WARS ⭐

20.1K

THE PIT - FREE FOR ALL

19.1K

GO GOATED! ZONE WARS 🐐

14.5K

BHE 1V1 BUILD FIGHTS عاركني بالبناء 戦い

11.2K

BOX FIGHTS 2 v 2

9.9K

PANDVIL BOX FIGHT (2V2) 📦

10.3K

BOX PVP 📦

10.1K

♥BIO'S ZONE WARS - CUSTOM TRIO♥

9.8K

ROCKET WARS 🚀

9.6K

LLAMA WARS 🦙

8.6K

CLASSIC RED VS BLUE

8.6K

PIECE CONTROL 2V2 🧩

8.1K

RED VS BLUE RUMBLE 🎮

7.5K

1V1 WITH EVERY GUN 🗡️

7.4K

BOX PVP 📦

5.6K

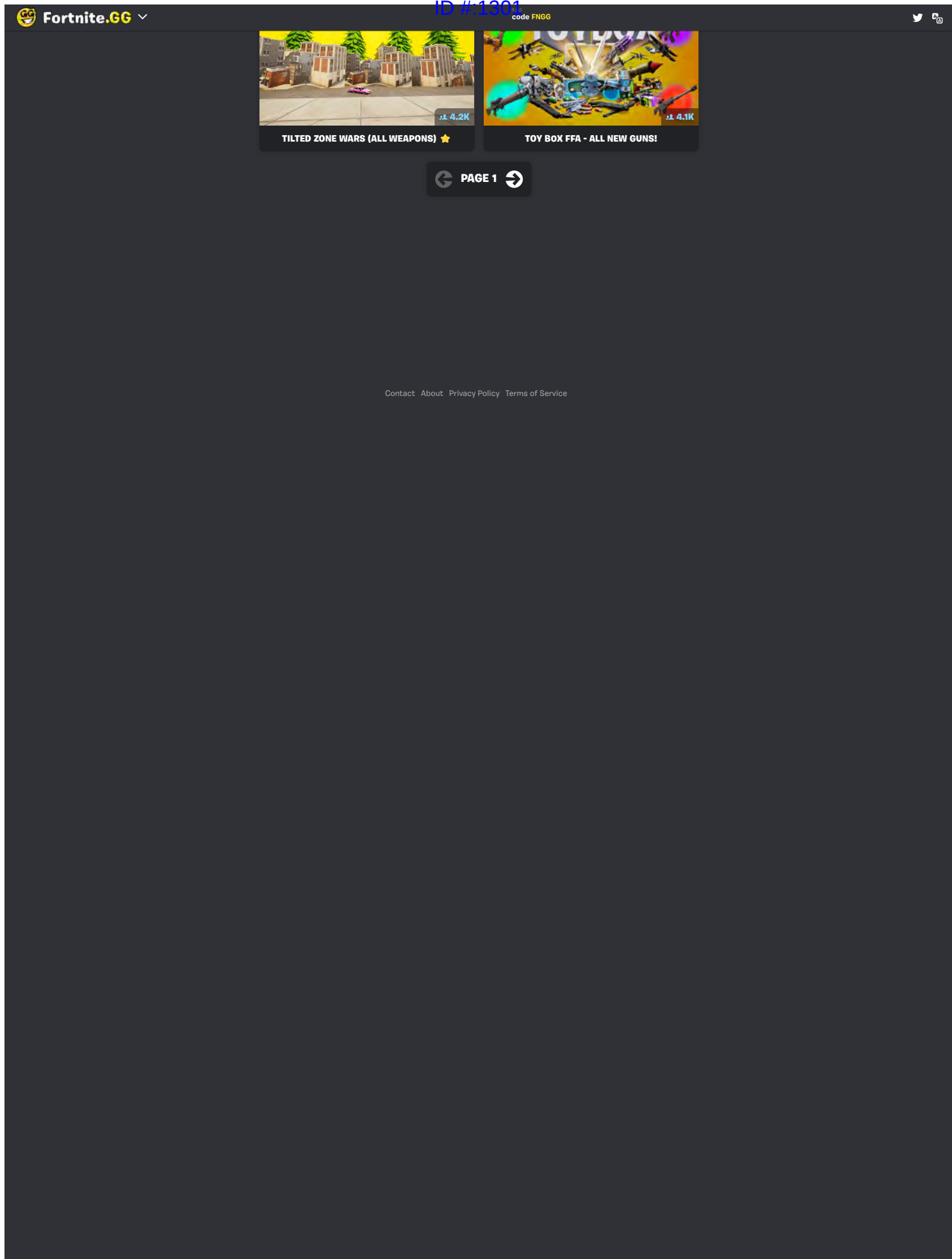
GUN GAME ONE SHOT 🎯

5.3K

1V1 BUILD FIGHTS! [4.6.4]

4.7K

DISASTER SURVIVAL 🌋



Fortnite.GG

code FNGG

MOST PLAYED MAPS

All Favorites

SEARCH TAG RELEASE DATE

EPIC

ZERO BUILD

188.6K

ZERO BUILD - BATTLE ROYALE

EPIC

RELOAD

182.7K

RELOAD

EPIC

BATTLE ROYALE

130.3K

BATTLE ROYALE

EPIC

RELOAD

87.6K

RELOAD - ZERO BUILD

EPIC

RANKED

33.4K

RANKED BATTLE ROYALE

EPIC

LEGO FORTNITE

24.9K

LEGO FORTNITE

EPIC

GO GOATED

19.5K

GO GOATED! ZONE WARS

EPIC

FESTIVAL

16.1K

FESTIVAL MAIN STAGE

EPIC

2v2

11.7K

PIECE CONTROL 2V2

EPIC

SAVE THE WORLD

11.1K

SAVE THE WORLD

EPIC

THE PIT

10.1K

THE PIT - FREE FOR ALL

EPIC

RANKED

9.9K

RANKED ZERO BUILD

EPIC

CRAZY RED VS BLUE

9.7K

CRAZY RED VS BLUE

EPIC

TILTED

8.1K

TILTED ZONE WARS

EPIC

MURDER MYSTERY

7.5K

MURDER MYSTERY

EPIC

SUPER RED VS BLUE

6.4K

SUPER RED VS BLUE

EPIC

BED WARS

6.4K

BED WARS

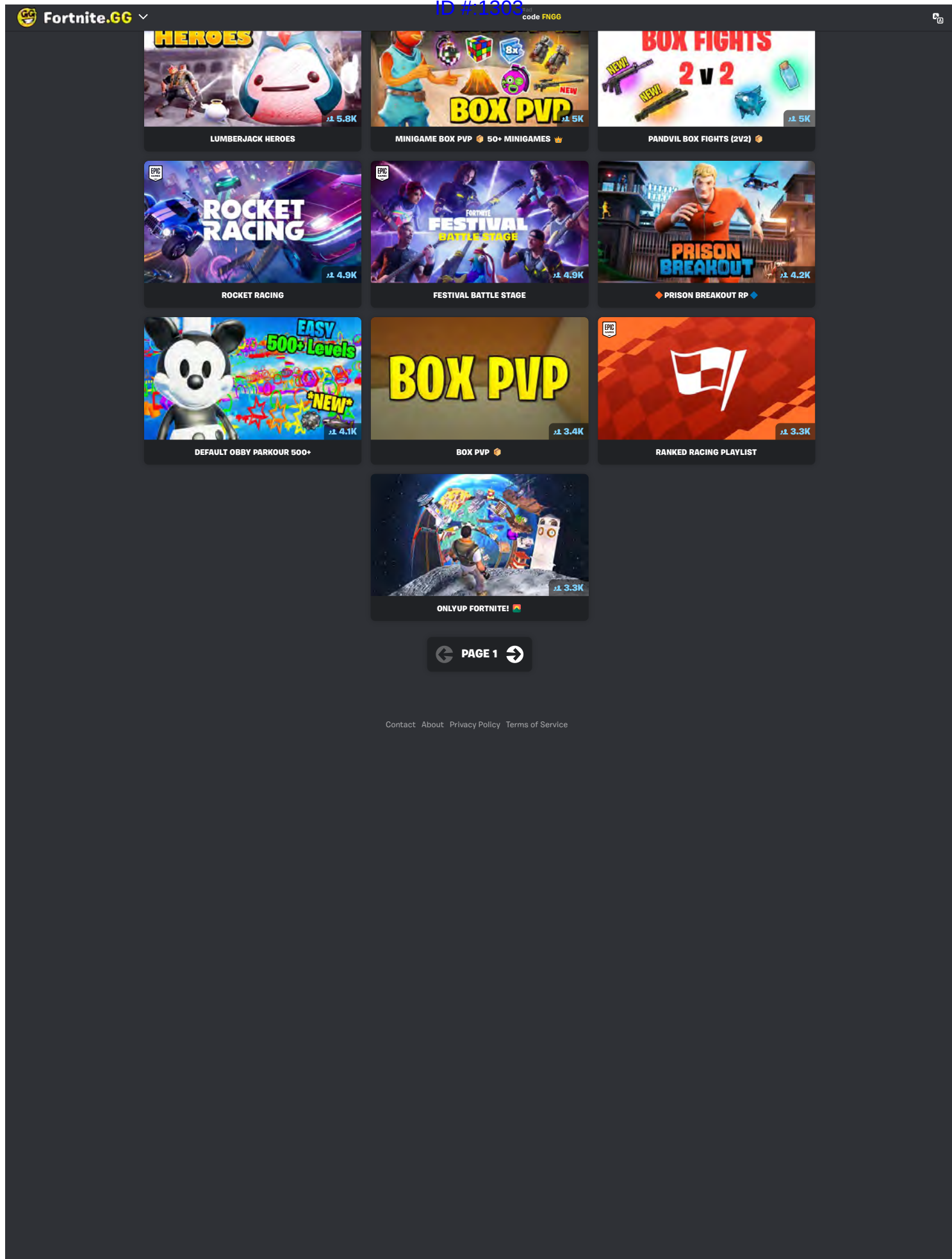
EPIC

BHE 1V1 BUILD FIGHTS

6.1K

BHE 1V1 BUILD FIGHTS

https://web.archive.org/web/20240627051242/https://fortnite.gg/creative 1/2



Fortnite Creative Maps | Fortnite BG
code FNCG

FORTNITE CREATIVE MAPS

All

UEFN Maps

XP Maps

ENTER SEARCH TERM OR TAG

ONLYUP FORTNITE! 🇳🇵

21.5K

TILTED ZONE WARS ⭐

19.9K

THE PIT - FREE FOR ALL

16.8K

GO GOATED! ZONE WARS 🎮

16.6K

PIECE CONTROL 2V2 🎮

15.1K

BHE 1V1 BUILD FIGHTS عاركنى بالبناء 戦い

13.9K

♥BIO'S ZONE WARS - CUSTOM TRIO♥

13.1K

PANDVIL BOX FIGHT (2V2) 🎮

11.3K

ONLYUP CHAPTER 2! 🎮

10.2K

CRAZZY RED VS BLUE 🎮

9K

BOX PVP 🎮

8.8K

YOU THINK YOU'RE THE KING?! 🎮 GUN GA...

8.2K

RED VS BLUE 🎮 RUMBLE

8K

LLAMA WARS 🎮

7.3K

RAPID BOXFIGHTS 2V2 🎮

6.9K

ROCKET WARS 🎮

6.1K

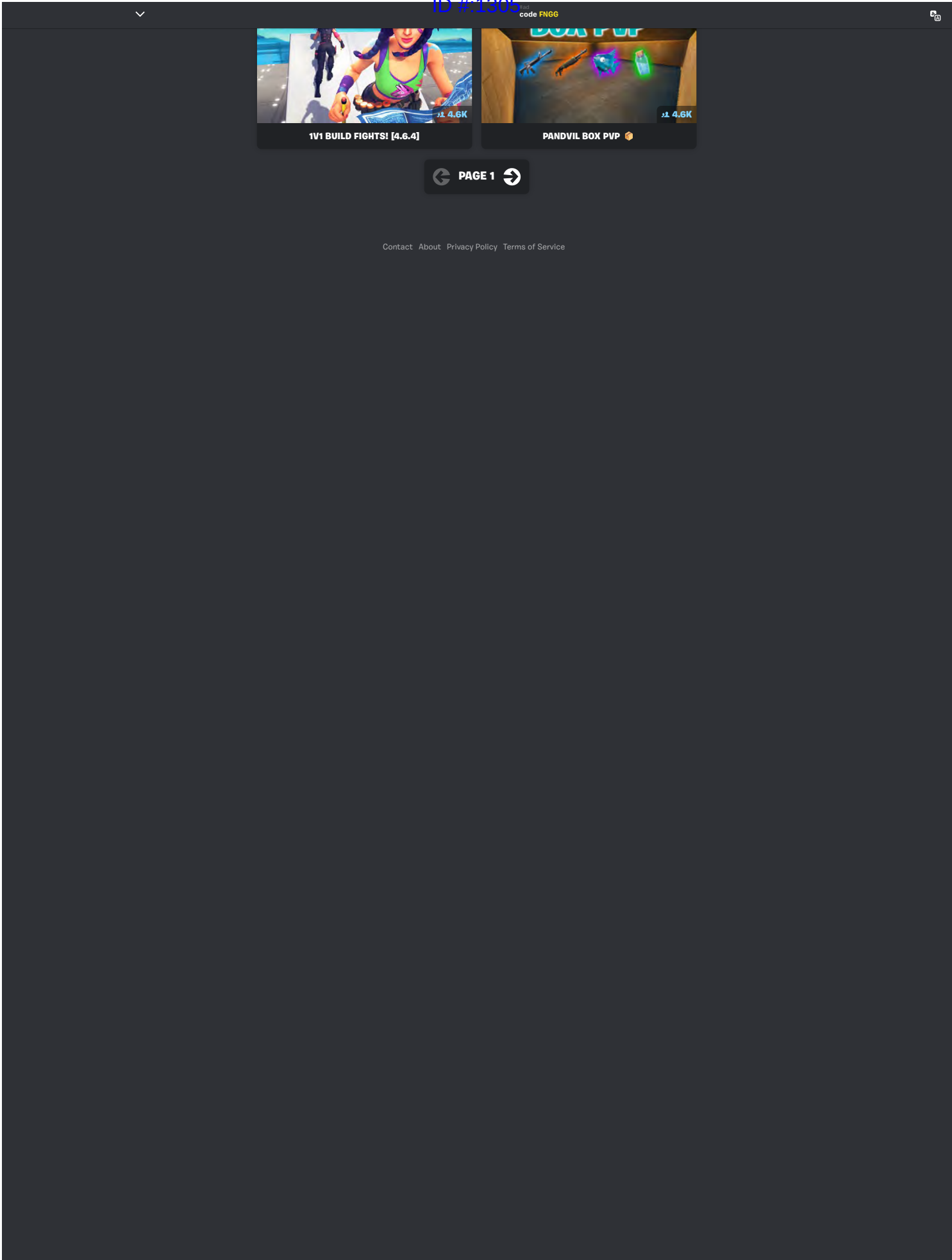
ONLYUP CHAPTER 3! 🎮

5.3K

高性能 1V1

5.3K

https://web.archive.org/web/20230731041848/https://fortnite.gg/creative 1/2



July 2024

https://web.archive.org/web/20240726001330/https://fortnite.gg/creative

MOST PLAYED MAPS

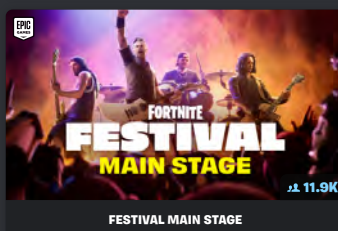
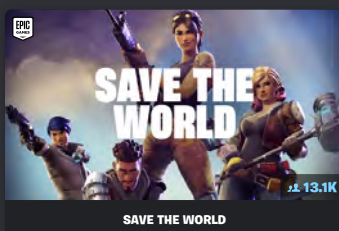
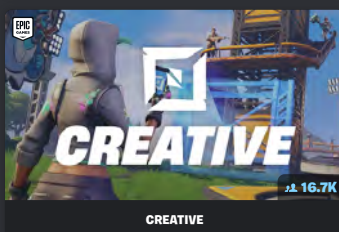
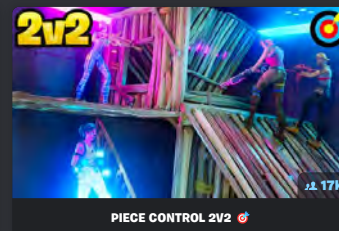
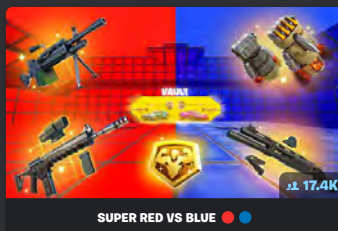
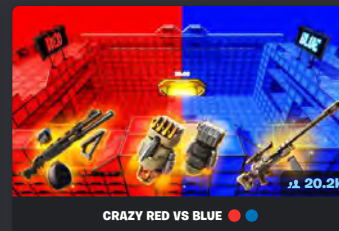
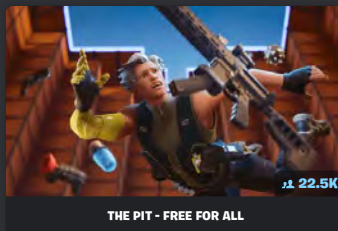
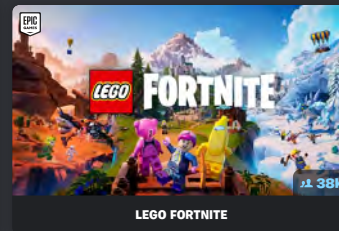
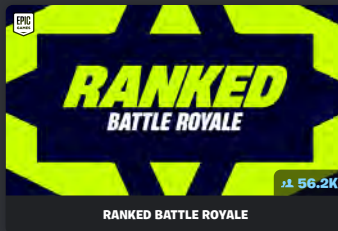
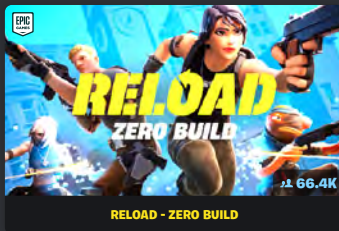
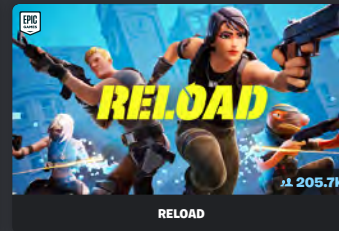
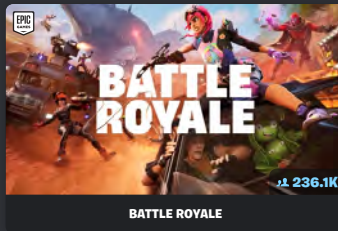
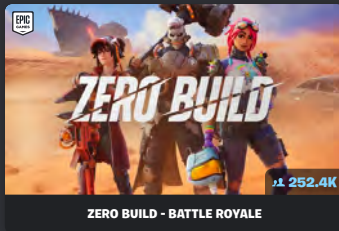
All Favorites 11 12 13 14 15 16

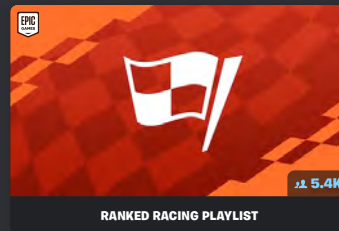
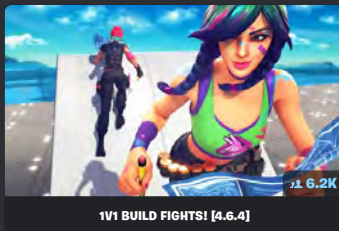
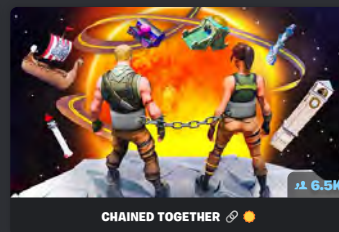
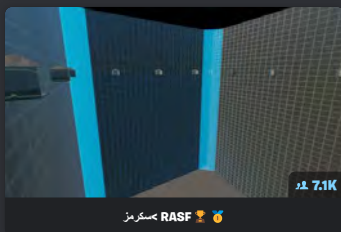
SEARCH

TAG

RELEASE DATE

12 13 14 15 16





FORTNITE CREATIVE MAPS

All



UEFN Maps



XP Maps

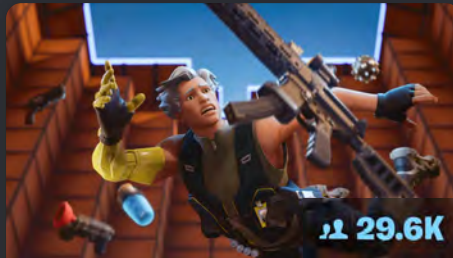


ENTER SEARCH TERM OR TAG



34.3K

TILTED ZONE WARS ★



29.6K

THE PIT - FREE FOR ALL



21.6K

PANDVIL BOX FIGHT (2V2)...



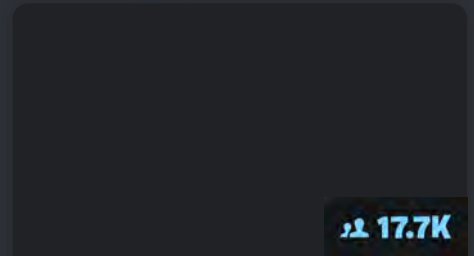
21.3K

GO GOATED! ZONE WA...



18.4K

PIECE CONTROL 2V2



17.7K

CRAZZY RED VS BLUE NEW



16.9K

BHE 1V1 BUILD FIGHTS بناء...



16.5K

♥BIO'S ZONE WARS - CU...



12.8K

ONLYUP FORTNITE! 🌈

#ad
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BOX PVP

12.5K

BOX PVP

LLAMA WARS

11.5K

LLAMA WARS

100 RED VS BLUE

9.6K

100 RED VS BLUE

OCTO GAME

9K

OCTO GAME 2.0 문어 게임

BOX FIGHTS

3 v 3

8.4K

PANDVIL BOX FIGHT (3V3)...

??? FAMOUS

8.3K

YOUTUBER TYCOON

MEGA RAMP SURVIVAL

8K

MEGA RAMP SURVIVAL

RAPID BOXFIGHTS

2v2

7.8K

RAPID BOXFIGHTS 2V2

PLAYROOM ONE SHOT...

7.6K

PLAYROOM ONE SHOT...

TILTED ZONE WARS (ALL ...)

7.4K

TILTED ZONE WARS (ALL ...)

HEROES BOX PVP

7.3K

HEROES BOX PVP

←

PAGE 1

→

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2/3



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August 2024

<https://web.archive.org/web/20240827172825/https://fortnite.gg/creative>

MOST PLAYED MAPS

All

Favorites



SEARCH

TAG ▾

RELEASE DATE ▾



BATTLE ROYALE

301.8K



ZERO BUILD - BATTLE ROYALE

254.4K



RELOAD

204.8K



RANKED BATTLE ROYALE

190.3K



LEGO FORTNITE

56.7K



RELOAD - ZERO BUILD

55.2K



RANKED ZERO BUILD

38.4K



THE PIT - FREE FOR ALL

30K



GO GOATED! ZONE WARS ...

22.8K

#ad
code **FNGG**



SAVE THE WORLD

17.3K



CRAZY RED VS BLUE

16.3K



PIECE CONTROL 2V2

14.6K



CREATIVE

13.1K



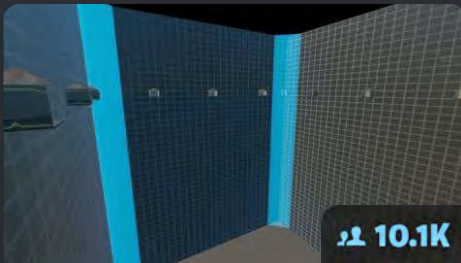
SUPER RED VS BLUE

13.1K



BHE 1V1 BUILD FIGHTS ...بانياء

12.8K



RAS F ...سكرمز

10.1K



BED WARS

10K



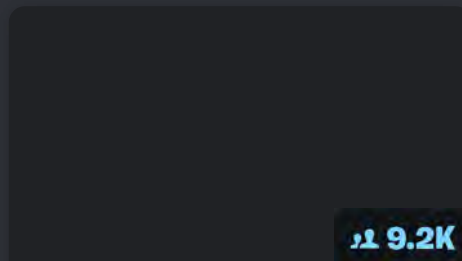
1V1 BUILD FIGHTS! [4.6.4]

9.5K



MURDER MYSTERY

9.3K



TILTED ZONE WARS ★ (AM) F...

9.2K



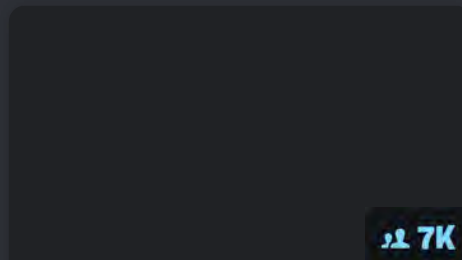
FESTIVAL MAIN STAGE

8.6K



PANDVIL BOX FIGHTS (2V2)

7.7K



BOX PVP

7K



ROCKET RACING

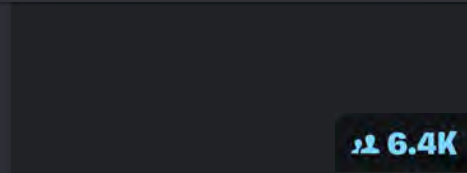
6.8K



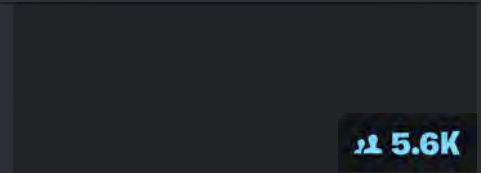
#ad
code **FNGG**



RANKED RACING



MINIGAME BOX PVP 📦 50+ ...



1V1 WITH EVERY GUN



🌲 **SPEED REALISTICS 2V2 - F...**



PAGE 1



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FORTNITE CREATIVE MAPS

ENTER SEARCH TERM OR TAG



GO GOATED! ZONE WARS



TILTED ZONE WARS



PANDVIL BOX FIGHT (2V2)



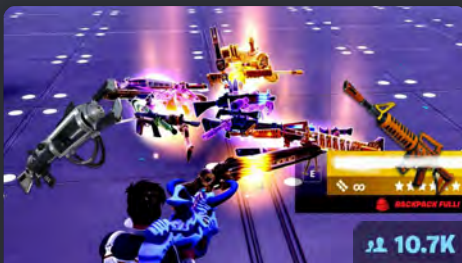
THE PIT - FREE FOR ALL



BOX PVP



CRAZY RED VS BLUE



ALL WEAPONS AND ITEMS FFA | 6K ...





BIO'S ZONE WARS - CUSTOM TRI...




HEROES BOX PVP

ID #:1314

**Fortnite.GG** 


#ad

code **FNGG**




BHE 1V1 BUILD FIGHTS عاركني بالبناء 戦...

8.7K



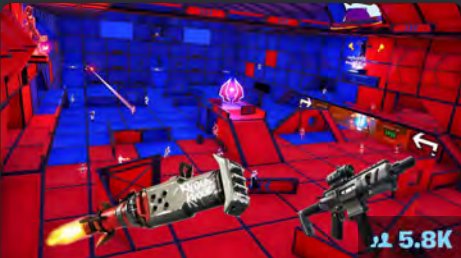
PIECE CONTROL 2V2

8.6K




FOOTBALL TYCOON


6.4K



100 RED VS BLUE RUMBLE


5.8K

LEVEL 1

LEVEL 999


SKYBLOCK TYCOON

5.6K




1V1 BUILD FIGHTS! [4.6.4]

5.2K




[GG] BED WARS

4.9K

BOX FIGHTS
3 v 3


PANDVIL BOX FIGHT (3V3)


4.4K



ONLYUP FORTNITE!


4.1K

LEVEL 1

LEVEL 999



FORTCRAFT TYCOON

3.8K



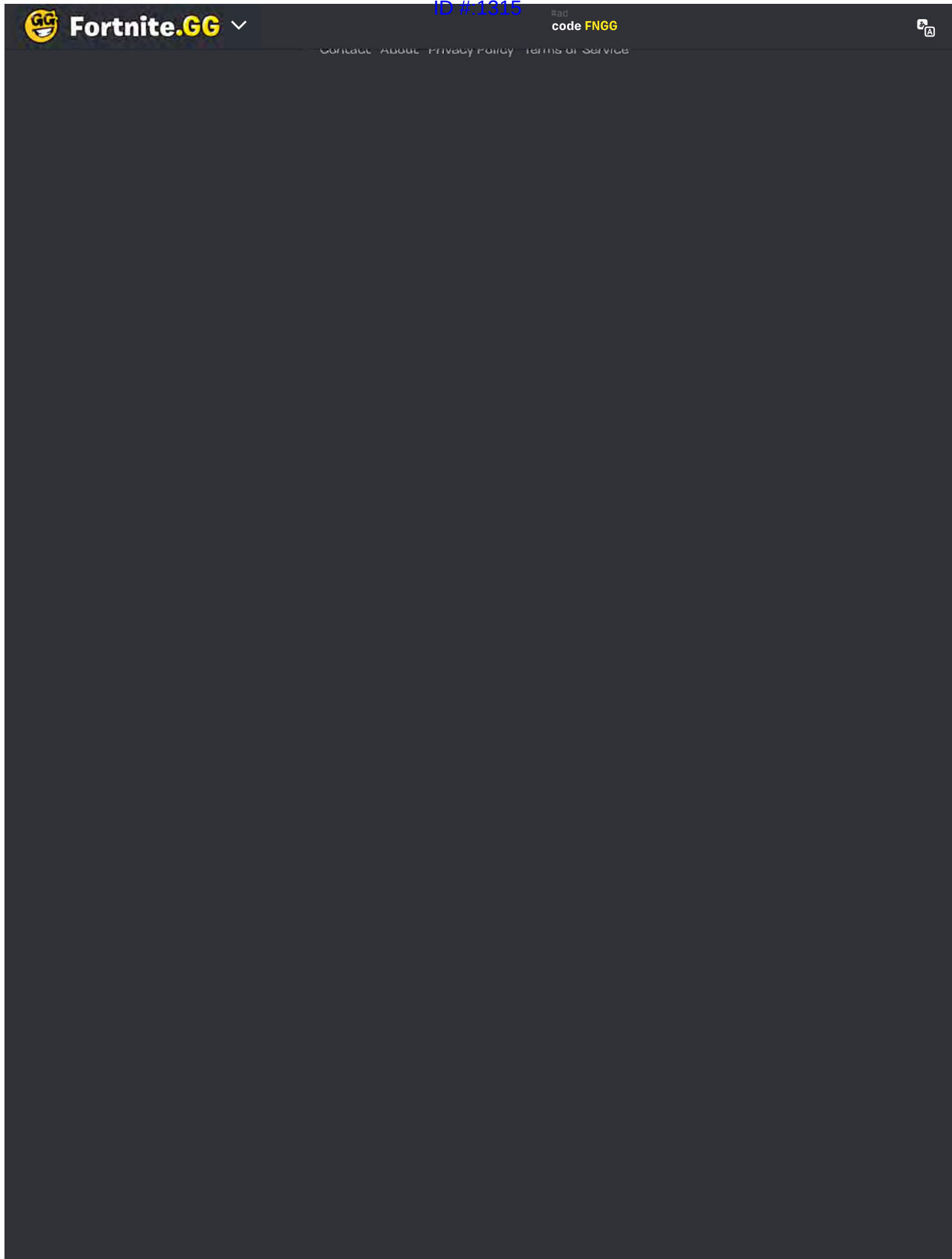
GRAND THEFT CITY

3.7K

 **PAGE 1** 

<https://web.archive.org/web/20230928220532/https://fortnite.gg/creative>

2/3





#ad
code **FNGG**



September 2024

<https://web.archive.org/20240917163451/https://fortnite.gg/creative>

MOST PLAYED MAPS

All

Favorites



SEARCH

TAG ▾

RELEASE DATE ▾



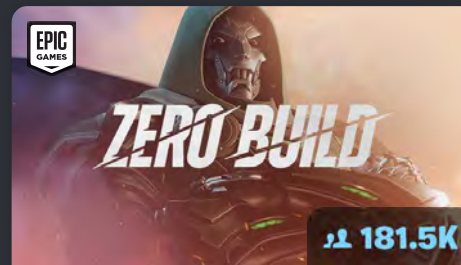
DAY OF DOOM

240.5K



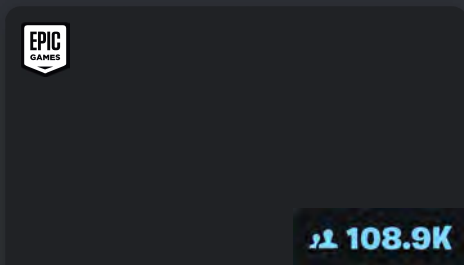
BATTLE ROYALE

235.7K



ZERO BUILD - BATTLE ROYALE

181.5K



RANKED BATTLE ROYALE

108.9K



RELOAD

104.9K



LEGO FORTNITE

73.6K



RELOAD - ZERO BUILD

24.4K



RANKED ZERO BUILD

14.8K



THE PIT - FREE FOR ALL

14.5K



Fortnite.GG

#ad
code FNGG



SAVE THE WORLD



GO GOATED! ZONE WARS ...



PIECE CONTROL 2V2



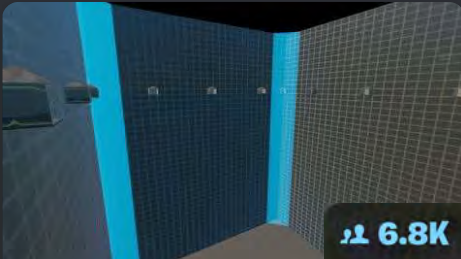
CRAZY RED VS BLUE



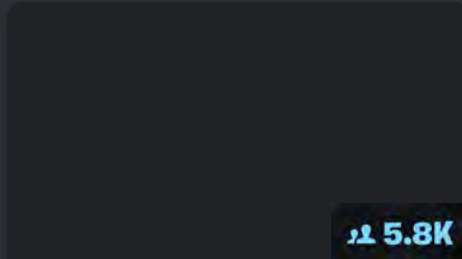
1V1 BUILD FIGHTS! [4.6.4]



1V1 BUILD FIGHT [REZON AY]



رأسف RASF



HAVOC HOTEL 2 [ROGUELIKE]



بھي ٻالڻاء BHE 1V1 BUILD FIGHTS



CREATIVE



PANDVIL BOX FIGHTS (2V2)



BOX PVP



TILTED ZONE WARS (AM) F...



BED WARS



سپيڊ ريليسٽڪس 2V2 - F...

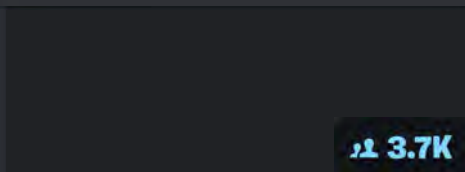


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PIECE CONTROL 1V1



SUPER RED VS BLUE



FESTIVAL MAIN STAGE



BIO'S TRIO - ZONE WARS



PAGE 1



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FORTNITE CREATIVE MAPS



ENTER SEARCH TERM OR TAG



CRAZZY RED VS BLUE NEW

21.7K



♥BIO'S ZONE WARS - CUSTO...

15.8K



🎃 BOX PVP 🧡 HALLOWEEN H...

14.4K



THE PIT - FREE FOR ALL

12K



PANDVIL BOX FIGHT (2V2) 🧡

10.5K

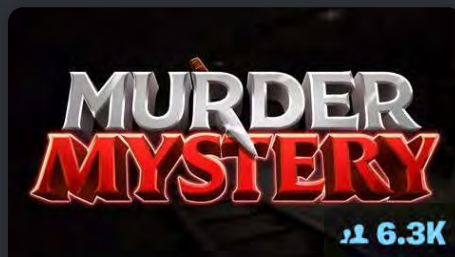


🐐 GO GOATED! ZONE WARS ...

8.9K



6.5K



6.3K



5.7K



#ad

code **FNGG****TILTED ZONE WARS** ★

5.4K

**BHE 1V1 BUILD FIGHTS** ..ني بالبناء

5.3K

**PIECE CONTROL 2V2** 🎯

4.7K

**250+ FNAF DEATHRUN** 🍷 🍷

3.9K

**PANDVIL BOX FIGHT (3V3)** 📦

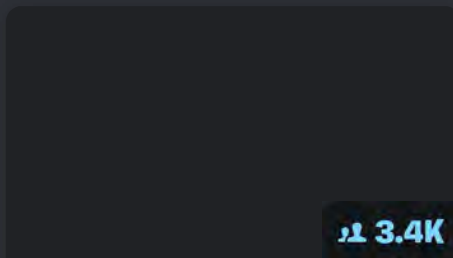
3.9K

**BOX PVP** 📦

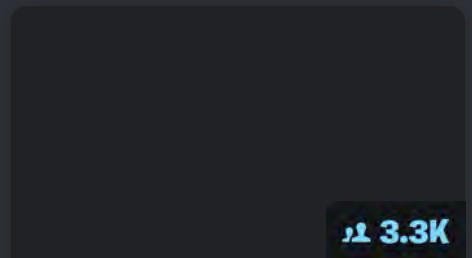
3.8K

**HEROES BOX PVP** 📦

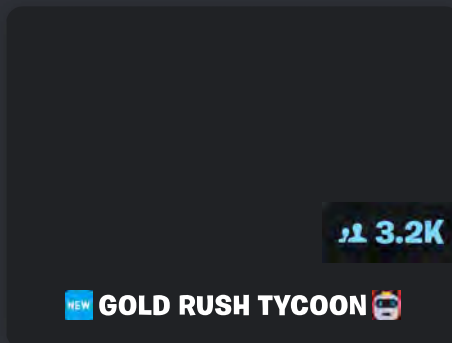
3.4K

**RED VS BLUE** 🧠 **RUMBLE**

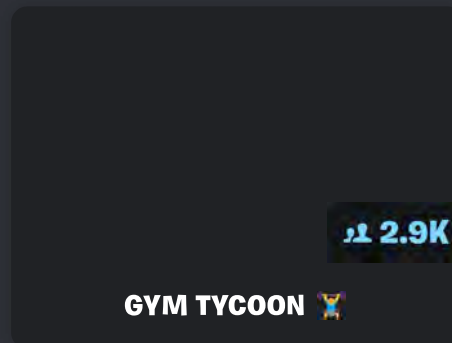
3.4K

**[GG] BED WARS**

3.3K

**GOLD RUSH TYCOON** 🏆

3.2K

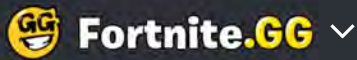
**GYM TYCOON** 🏆

2.9K

**PAGE 1**



#ad
code **FNGG**



#ad
code FNGG



FORTNITE CREATIVE MAPS



SEARCH MAP OR CODE

TAG ▾



87.8K

TILETED ZONE WARS ★



44.7K

BOX PVP 📦



39.8K

SOLO



39.6K

PANDVIL BOX FIGHT (2V2) 📦



39K

GO GOATED! ZONE WARS 🐐



26.5K

CRAZZY RED VS BLUE ●●



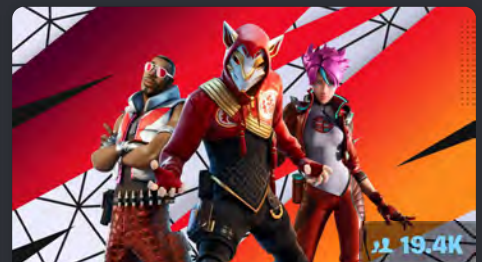
22.4K

THE PIT - FREE FOR ALL




20.4K

PIECE CONTROL 2V2 🎯




19.4K

ZERO BUILD DUOS


Fortnite.GG

code FNGG




OCTO GAME 2.0 문어 게임

19.3K




BHE 1V1 BUILD FIGHTS عاركني بالبناء 戦い

18.7K




1V1®

16K




BOX FIGHT PVP

15.8K




BOX FIGHTS 3 v 3

14.7K




SLOW MOTION 1V1S

12.7K




DABABY ZONE WARS

12.6K




BED WARS

10.8K



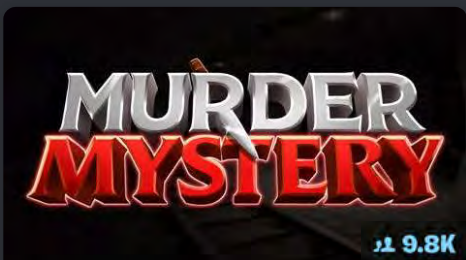
DESERT ZONE WARS

10.7K



PRACTICE ZONE EDIT AIM PIECE

10.4K



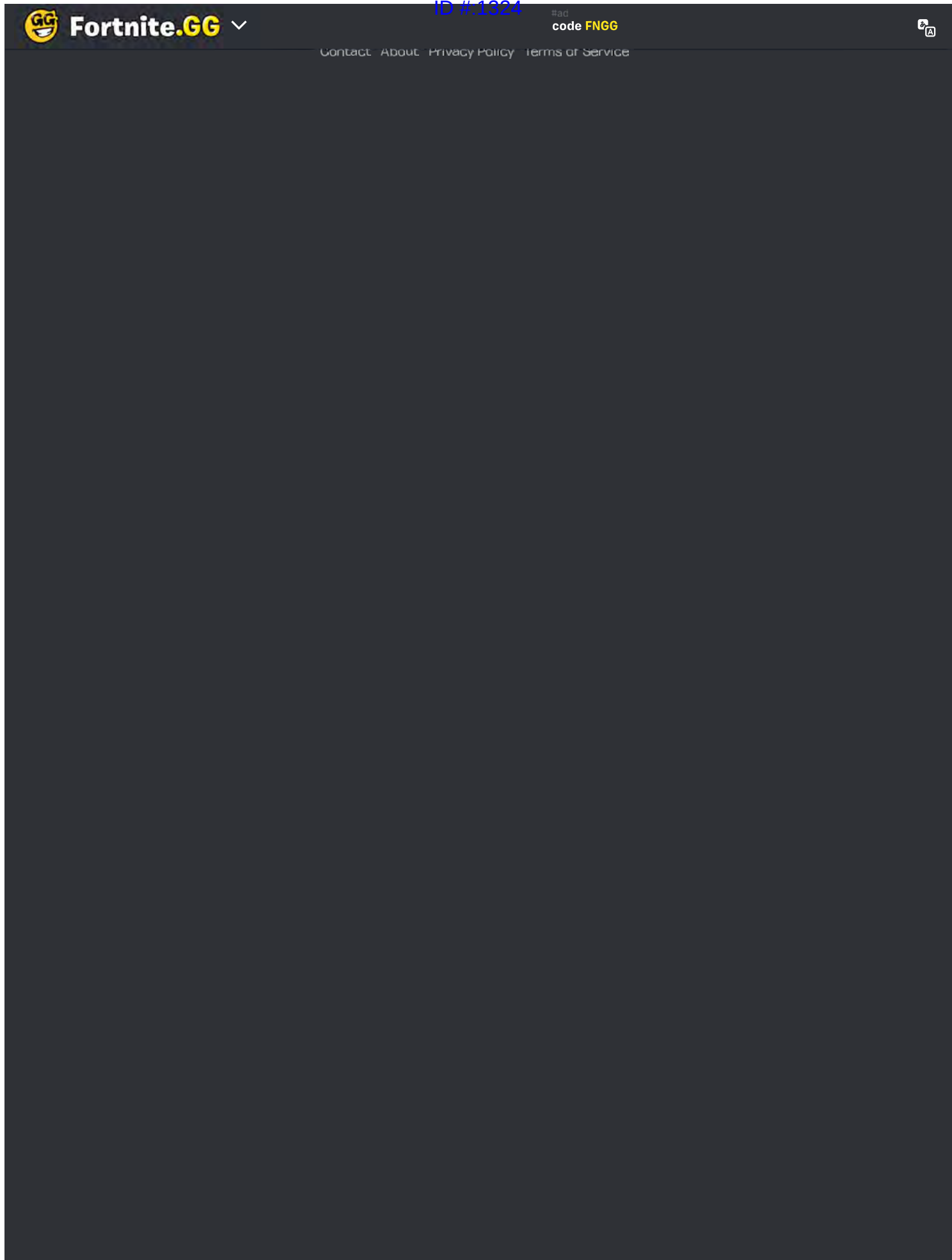
MURDER MYSTERY

9.8K

←

PAGE 1

→





#ad
code **FNGG**

FORTNITE CREATIVE MAPS



SEARCH MAP OR CODE

TAG ▾



🐐 GO GOATED! ZONE WARS ...



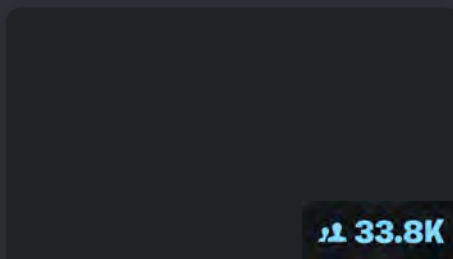
PANDVIL BOX FIGHT (2V2) 📦



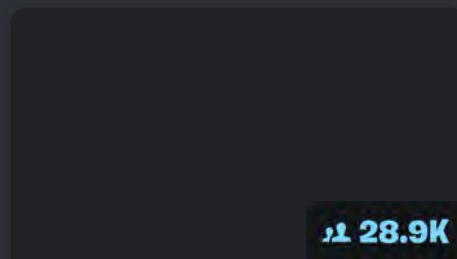
TILTED ZONE WARS ★



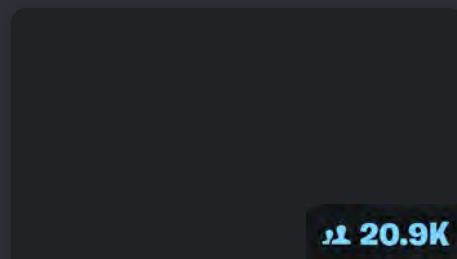
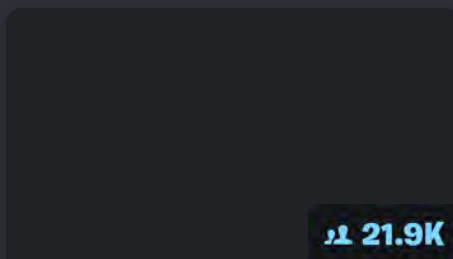
THE PIT - FREE FOR ALL



CRAZZY RED VS BLUE 🔴 🔵



MINIGAME BOX PVP 📦



▼

#ad
code **FNGG**

<div>18.6K</div> <div>PANDVIL BOX FIGHT (3V3) 📦</div>	<div>17.2K</div> <div>SPEED REALISTICS [1V1]</div>	<div>16.9K</div> <div>DEFAULT PARKOUR 350+</div>
<div>16.4K</div> <div>BHE 1V1 BUILD FIGHTS بالبناء...</div>	<div>12.8K</div> <div>BED WARS</div>	<div>12.4K</div> <div>100 DAYS IN A GROCERY STO...</div>
<div>11.7K</div> <div>♥ BIO'S TRIO - ZONE WARS ♥</div>	<div>11.6K</div> <div>MURDER MYSTERY</div>	<div>11.1K</div> <div>RANKED 1V1</div>
<div>9.8K</div> <div>750 LEVEL OBBY PARKOUR ⭐</div>	<div>9.7K</div> <div>高性能 1V1</div>	

⬅ PAGE 1 ➡

ID #:1327



#ad
code **FNGG**

EXHIBIT M

engagement








6/1/2023	69425.209
7/1/2023	407936.916
8/1/2023	579148.626
9/1/2023	497434.37
10/1/2023	1164703.816
11/1/2023	1354800.565
12/1/2023	2667219.185
1/1/2024	1650271.608
2/1/2024	2339296.389
3/1/2024	2774640.069
4/1/2024	1668156.849
5/1/2024	1210141.69
6/1/2024	1134017.607
7/1/2024	857339.644
8/1/2024	945868.405












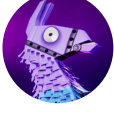

EXHIBIT N








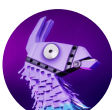


FORTNITE CREATORS

All Creators Following

SEARCH

RANK		MAPS	PLAYERS NOW	MINUTES PLAYED
1	 epic	1,386	1,193,296	989.78
2	 bullseye	13	32,902	26.28
3	 theboydilly	5	27,758	24.98
4	 montanastudios	2	24,904	3.4M
5	 prettyboy	23	24,793	24.68
6	 sundaycw	24	23,881	3.48
7	 goodgamers	5	21,750	12.48

8		pandvil	17	20,445	24.5B
9		rvb	6	19,928	25.4B
10		hive	9	19,898	14.3B
11		geerzy	3	19,021	24.7B
12		finest	10	12,406	6.1B
13		unix	6	10,070	272.9M
14		raider464	19	9,911	10.2B
15		bhe	3	7,666	12.2B
16		nexiph	2	7,460	1.1B
17		typicalgamer	8	6,989	9.4B
18		tomalsang	1	5,377	300.4M
19		scufsteam	3	5,083	700.4M
20		7il	5	4,777	3.1B

21		minigame	3	4,702	5.4B
22		martoz	8	4,647	3.9B
23		teracreators	3	4,428	1.6B
24		mrmonkeyfn	11	3,668	4.2B
25		sebara_fn	4	3,645	5.6B
26		chap	5	3,456	749.6M
27		ggpartner	2	3,437	491.6M
28		jkr_joeyyyyh	12	3,321	86.6M
29		funteam	19	3,234	539.1M
30		brainrots	2	3,064	725M

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EXHIBIT O

#ad
code **FNGG** SIGN IN MAP SHOP COSMETICS



TYPICALGAMER

FOLLOW



#17

RANK

6,989

PLAYERS RIGHT NOW

9.4B

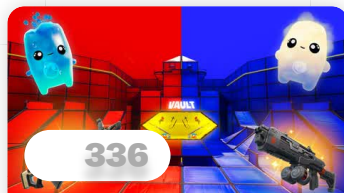
#13

MINUTES PLAYED

PLAYER COUNT



SUPER RED VS



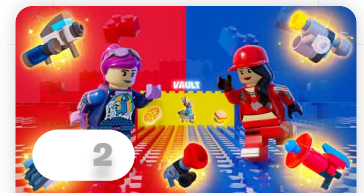
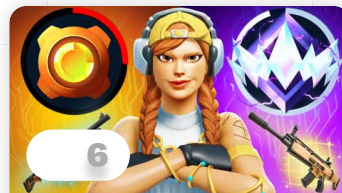
SUPER RED VS



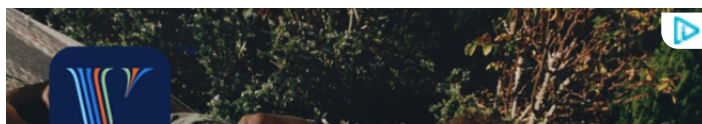
FIRST PERSON



BED WARS! (T



01



Keep the vacation going.

Stay a week or longer and save an a

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EXHIBIT P

Active Players ?

May 26, 2024 - Nov 25, 2024



Average Active Players

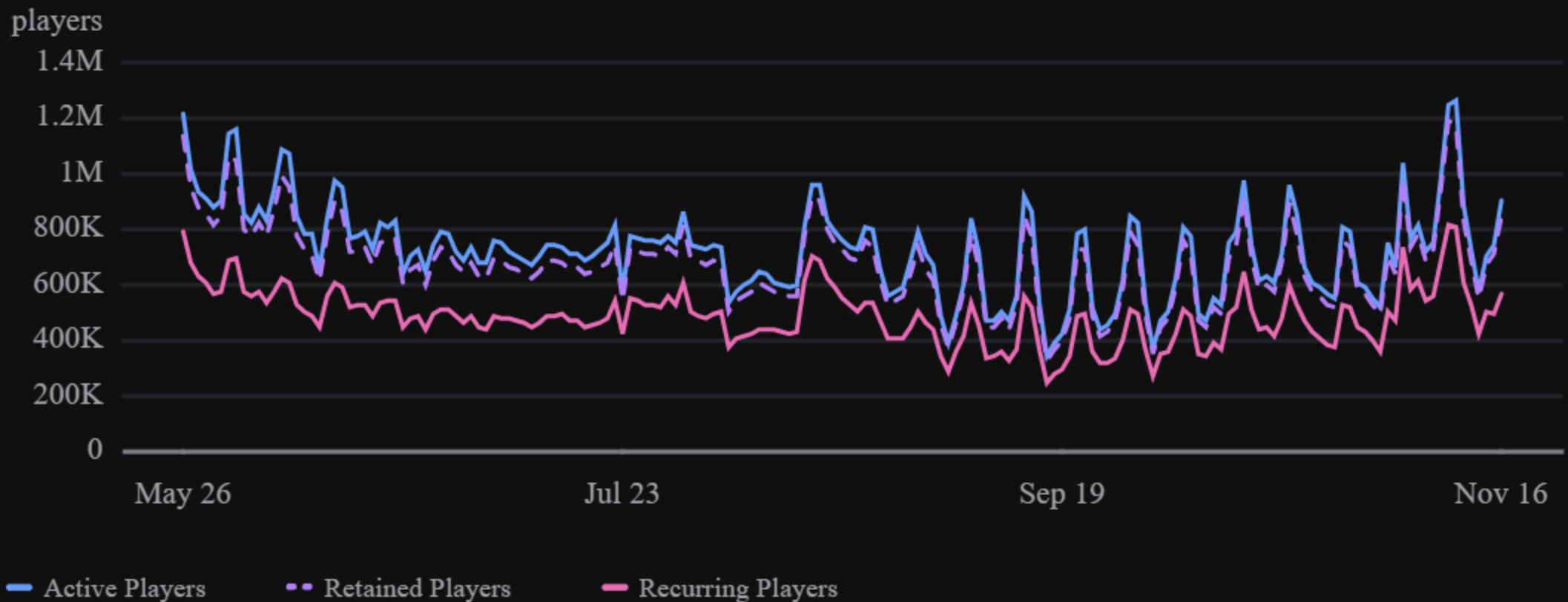
724K

↓ 787K (-52%)

Peak Active Players

1.3M

↓ 2.4M (-66%)



Retained players who have played your island and have been back to the Fortnite ecosystem within 7 days.

Recurring Retained Players who have played your island and then played Fortnite frequently in the next 7 days.

EXHIBIT Q

New Fortnite Players and Players Returning to Fortnite

Total New Fortnite Players

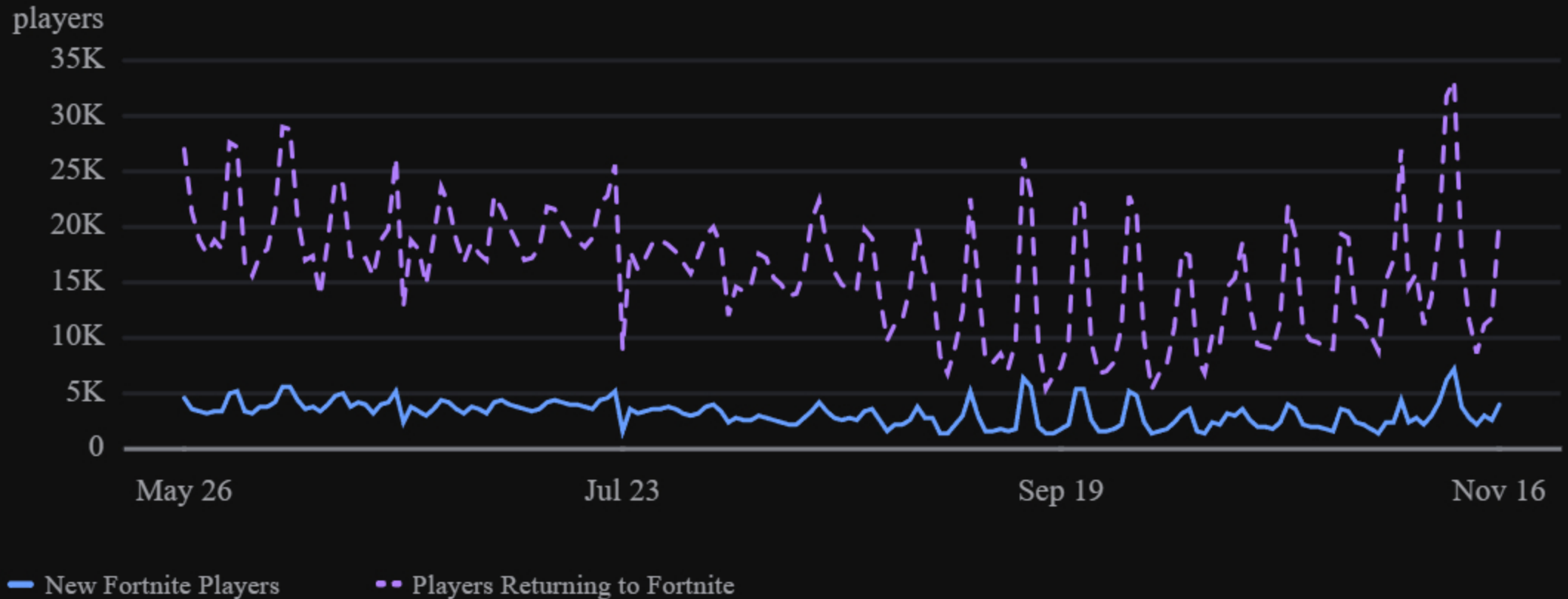
564K

↓ 907K (-62%)

Average Players Returning to Fortnite

16K

↓ 2,132 (-12%)



New Fortnite Players shows players that have never played Fortnite before visiting your island.

Players returning to Fortnite shows the number of players who returned to the Fortnite ecosystem (after a gap of 28 days or more) and visited your island.

Active Playtime (Hours) ?

May 26, 2024 - Nov 25, 2024



Average Playtime

365K hrs

↓ 442K hrs (-55%)

Peak Playtime

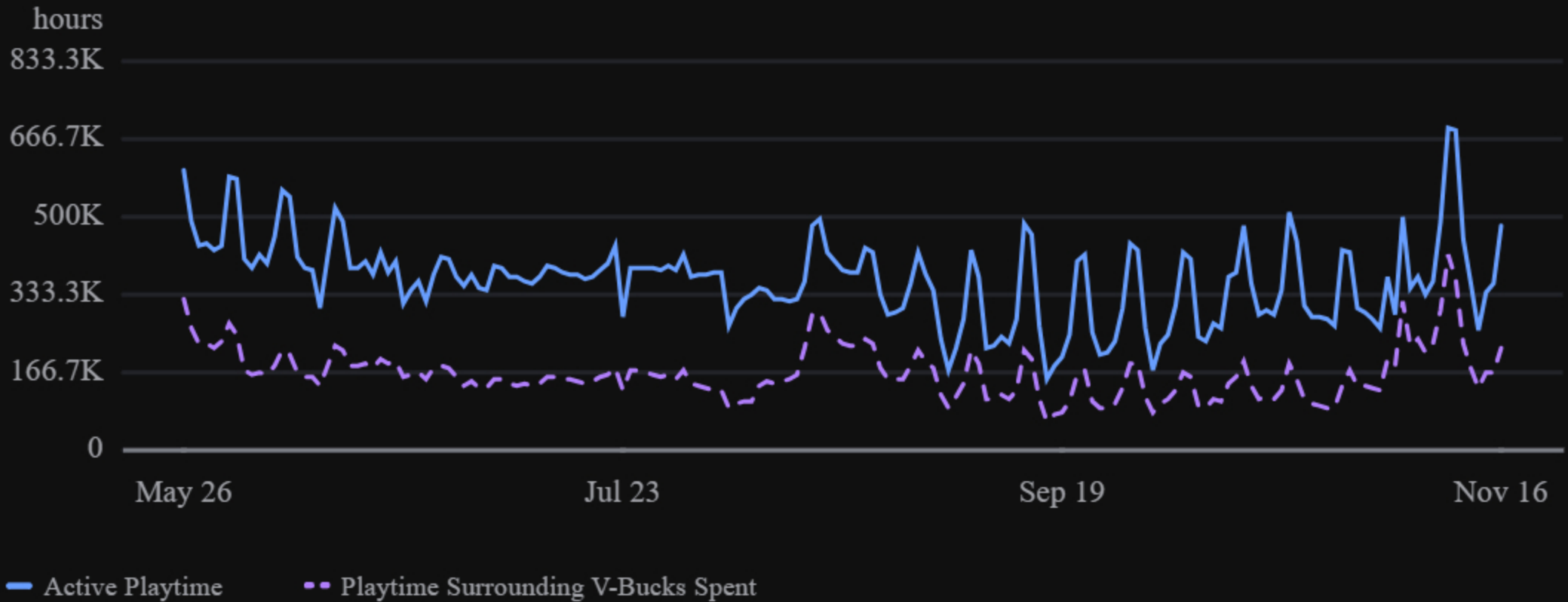
688K hrs

↓ 1.4M hrs (-68%)

Active Playtime

64M hrs

↓ 83M hrs (-56%)



Playtime Surrounding V-Bucks Spent (PSVS)

Playtime a week before and a week after a player spends V-Bucks in Fortnite.